

PRIMA'S OFFICIAL



STRATEGY GUIDE

HUNTER THE RECKONING REDEEMER

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HUNTER THE RECKONING REDEEMER

Prima's Official Strategy Guide

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The Redeemer Story

Once a dark and dangerous prison complex, Ashcroft has been transformed by the Genefex Corporation into a bustling, prosperous city. Citizens work in the busy factories and support Genefex by buying many of its manufactured products. The streets are clean and free of vampires and witches. But, after five years of calm, something evil is once again stirring in Ashcroft.

Recent shipments at Genefex have come under attack by gangs of Werewolves. The attacks have shut down Genefex operations, and with the holidays approaching, CEO Xavier Lucien has come down from the corporate tower to oversee the main warehouse.

Hoping to put a stop to the violence, Lucien enlists the aid of the Hunters. Avenger, Defender, Martyr, and Judge are back from *Hunter: The Reckoning*, along with two new recruits, Redeemer and Wayward. The warehouse attacks are easily turned back, but this war does not end quickly. You take your Hunter to the forests, back alleys, and steamy clubs of Ashcroft. And when you follow the monsters into the laboratories of Genefex, you realize that the line between friend and foe is not as clear as you thought.



Someone or something is behind the evil that once again grips the innocents of Ashcroft. It is up to you to make them pay. After all, you are Hunter: The Redeemer.

Characters

If this is your second round against the evil forces of Ashcroft, you'll welcome back four Hunters from *The Reckoning* and say hello to a pair of new recruits. Kill enough monsters, and you can unlock a new Hunter and a host of playable monsters. In this section we profile all playable characters in the game, paying special attention to each Hunter's weapons and Edges.

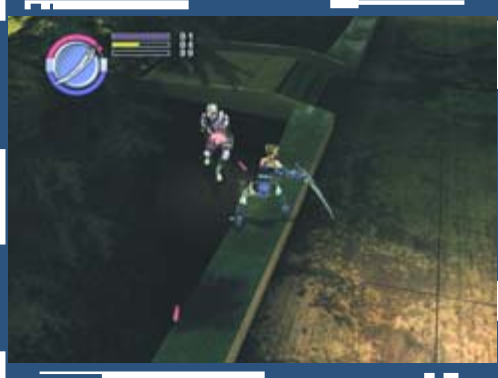
Weapons and Edges

Basic Weapons: Every melee weapon progresses through three versions, each one larger and more powerful than the last. Ranged weapons also progress through three levels of ammo loads.

Edges: Every Hunter begins with a single Edge. When you reach Level 7 Conviction, you receive the second Edge. This process repeats until you have all four Edges. From that point, all Edges level up three times, simultaneously. Some Edges affect only the caster, but others affect all Hunters (up to four players can control Hunters at the same time).

Hunters

Redeemer: Kaylie Winter



Two-Handed Buster Sword



Black Powder Revolver



BASIC WEAPONS

Weapon	Type	Accuracy	Damage	Speed	Knockback	Ammo Loads
Two-Handed Buster Sword	Melee	High	High	Medium	Low	N/A
Black Powder Revolver	Ranged	Low	High	Low	High	4/6/8

Edges

Shame

Redeemer sends out a wave of shame against the monsters in the area. This drives them into a frenzy of self-loathing, and they attack each other, rather than the Hunter.



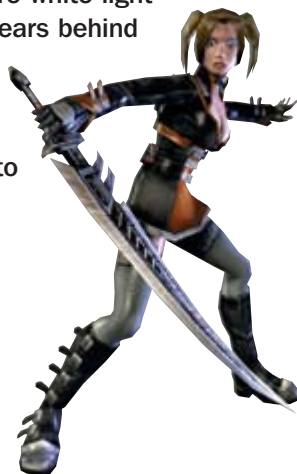
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Abjure



Redeemer glows with pure white light as an angelic image appears behind her. The resulting blast causes all monsters in front of her and within her wingspan to burst into flames.

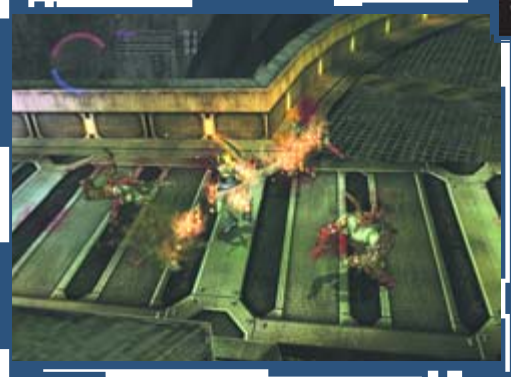


Respire



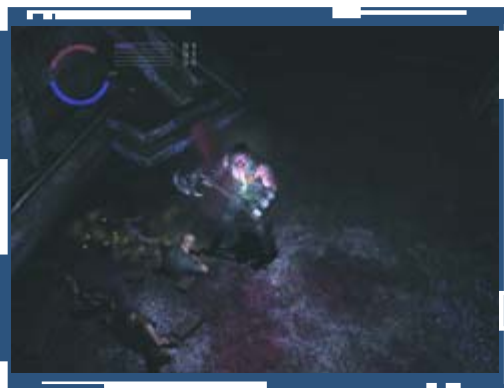
When Redeemer invokes Respire, she calls upon the mystical energy of all monsters in the area. Each charge heals Redeemer equal to the amount of damage she inflicts.

Cleave



Cleave boosts Redeemer's Two-Handed Buster Sword, adding extra damage to melee attacks. When the Edge is activated, Redeemer's sword glows red and flames surround the weapon.

Avenger: Spenser "Deuce" Wyatt



Axe



Hunting Rifle

BASIC WEAPONS

Weapon	Type	Accuracy	Damage	Speed	Knockback	Ammo Loads
Axe	Melee	Poor	High	Slow	High	N/A
Hunting Rifle	Ranged	Medium	Medium	Low	High	8/12/16

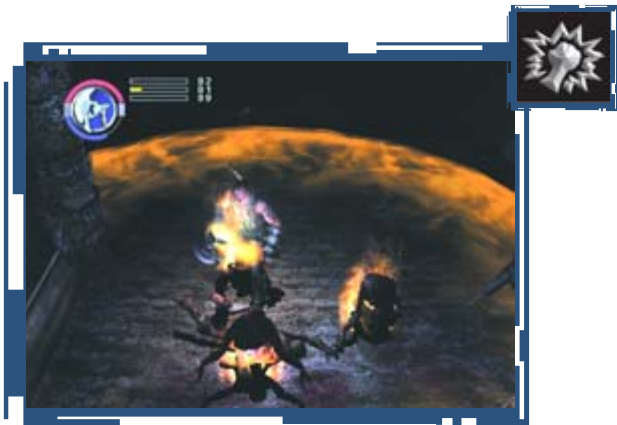
Edges

Cleave



Cleave boosts Avenger's Axe, adding extra damage to melee attacks. When the Edge is activated, Avenger's Axe glows red and red flames surround the weapon.

Smite



Smite knocks back all monsters in a radius around Avenger, creating a ring of fire that expands from Avenger.

Ward



Avenger uses Ward to set up a circular barrier that monsters avoid. While active, this visible barrier moves with Avenger. While avoiding Avenger, monsters do not use melee attacks, but they still fire with ranged weapons.

Impact



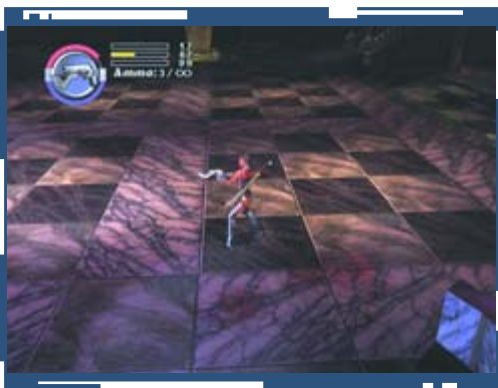
Impact boosts Avenger's ranged attack, and also increases the weapon's knockback effect. The visual effect adds red tracers to the ranged weapon. Impact can only be used with the default weapon.



Defender: Samantha Alexander



Katana



Magnum Revolver



BASIC WEAPONS

Weapon	Type	Accuracy	Damage	Speed	Knockback	Ammo Loads
Katana	Melee	Excellent	Medium	Fast	Medium	N/A
Magnum Revolver	Ranged	Medium	High	Low	High	6/9/12

Edges

Rejuvenate



Defender uses Rejuvenate to send out a one-time healing wave that restores the Hunter's health. The maximum amount of restoration cannot exceed Defender's full, undamaged level of health. It can also heal other Hunters if they are within Defender's range when Rejuvenate is cast.

Ward



Defender uses Ward to set up a circular barrier that monsters avoid. While active, this visible barrier moves with Defender. While avoiding Defender, monsters do not use melee attacks, but they still fire with ranged weapons.

Demand



Demand increases the damage and speed of Defender's Katana attack, and also boosts her rate of movement. When it is in effect, a purple aura surrounds Defender.

Blast



Blast releases a powerful electrical discharge that fans out from Defender. The effect is instantaneous against all monsters within the area.

Martyr: Kassandra Cheyung



Twin Hooked Swords



Twin 45s



BASIC WEAPONS

Weapon	Type	Accuracy	Damage	Speed	Knockback	Ammo Loads
Twin Hooked Swords	Melee	Excellent	Low	Fast	Low	N/A
Twin 45s	Ranged	Poor	Medium	Fast	Low	20/26/32

Edges

Demand

Demand increases the damage and speed of Martyr's Twin Hooked Swords attack, and also boosts her rate of movement. When it is in effect, a purple aura surrounds Martyr.



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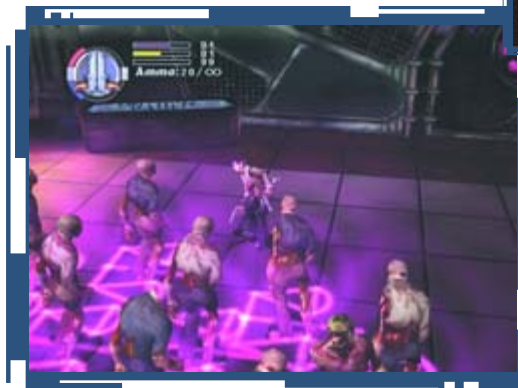
Retribution



Retribution returns melee and ranged damage inflicted upon Martyr to the monster (Martyr still takes the damage from the attack). When Retribution is activated, Martyr has a pink glow that flares up when she is struck.



Burden



Burden is a radius attack that holds monsters immobile for the duration of the spell. While Burden is in effect, a glowing symbol appears beneath the affected monster.

Blaze

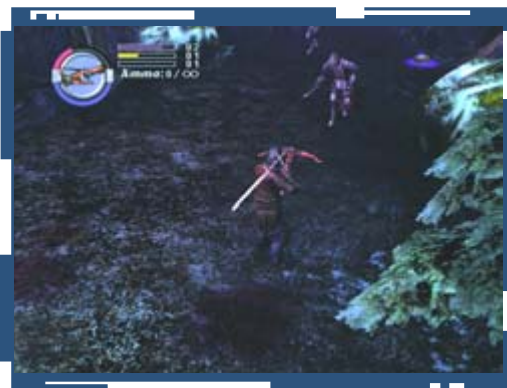


Martyr uses Blaze to release a focused area of light that rains down upon monsters within its radius. Blaze is an instant Edge that produces a crackling sound.

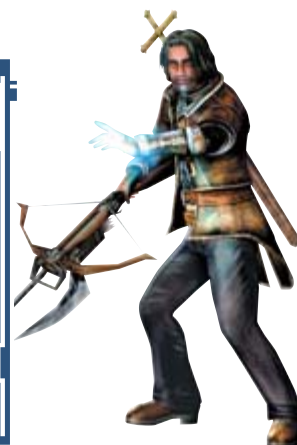
Judge: Father Esteban Cortez



Crusader Sword



Crossbow

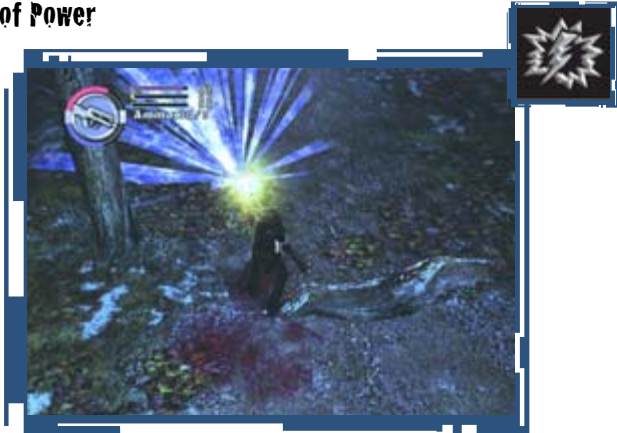


BASIC WEAPONS

Weapon	Type	Accuracy	Damage	Speed	Knockback	Ammo Loads
Crusader Sword	Melee	Poor	High	Medium	Medium	N/A
Crossbow	Ranged	Excellent	Medium	Medium	Low	12/18/24

Edges

Word of Power



Judge uses Word of Power to shoot a blue-white cone of energy from the palm of his hand. Beginning as a whisper, the Word of Power builds to an inspirational chorus as the energy reaches its target.

Burden



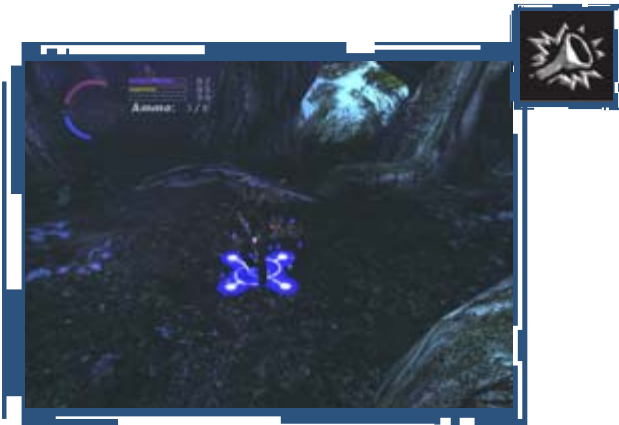
Burden is a radius attack that holds monsters immobile for the duration of the spell. While Burden is in effect, a glowing symbol appears beneath the affected monster.

Rejuvenate



Judge uses Rejuvenate to send out a one-time healing wave that restores the Hunter's health. The maximum amount of restoration cannot exceed Judge's full, undamaged level of health. It can also heal other Hunters if they are within Judge's range when Rejuvenate is cast.

Rally



Rally boosts the damage resistance of all Hunters within its radius. Hunters receive less damage from all types of attacks, both melee and ranged.

Wayward: Joshua Matthews (Unlockable Hunter)



Oversized Crowbar



Scorpion Auto Pistol



Note

Unlock Wayward by allowing 250 Innocents to be killed.

BASIC WEAPONS

Weapon	Type	Accuracy	Damage	Speed	Knockback	Ammo Loads
Oversized Crowbar	Melee	Excellent	Medium	Fast	Medium	N/A
Scorpion Auto Pistol	Ranged	Medium	Low	Fast	Low	24

Edges

Cleave



Cleave boosts Wayward's Crowbar, adding extra damage to melee attacks. When the Edge is activated, Wayward's Crowbar glows red and flames surround the weapon.

Enrage



Enrage adds to Wayward's strength and accuracy ratings. Enrage surrounds Wayward in a flaming aura, and it emits a low growl when used.

Pinpoint



Pinpoint enhances Wayward's ability to attack by reducing the damage resistance of his enemies. When Wayward uses Pinpoint, the ground underneath the target is marked in red. While the Edge is in effect, destroying the enemy is easier.

Spiral



Spiral extracts damage from any monster in the radius of the spell. The damage occurs in pulses for as long as the monster remains within range. Spiral produces a howl, and reveals itself as a swirling vortex of reddish energy.

Unlockable Characters

Carpenter



Dual Knives



Dual Auto Pistols

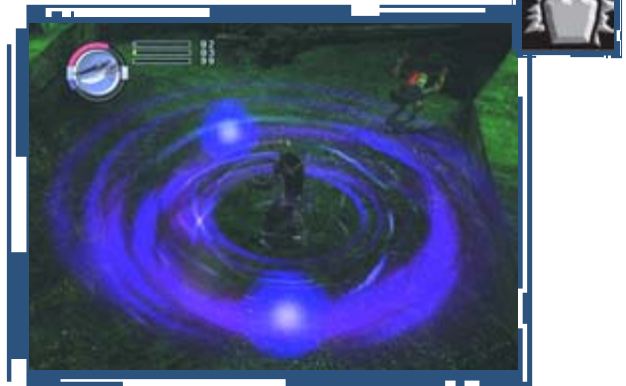
How to unlock: Obtain Melee Level 99 with any character

Regular attacks: Dual Knives, Martial Arts

Special attacks: Dual Auto Pistols (48 shots)

Powers

Phantom



Phantom sets up a circular barrier, like Ward, that enemies avoid. Higher levels of Phantom also cause damage.

Purify



Carpenter uses Purify to increase the power of his ranged weapons. When active, Purify displays a purplish teardrop beneath Carpenter.



Crescendo



Carpenter projects a powerful wave of blue energy from his mouth.

Imitate



Imitate casts a purple aura around Carpenter and gives him a speed burst. Melee and ranged attacks also are slightly boosted.

Werewolf (Black Spiral Dancer)

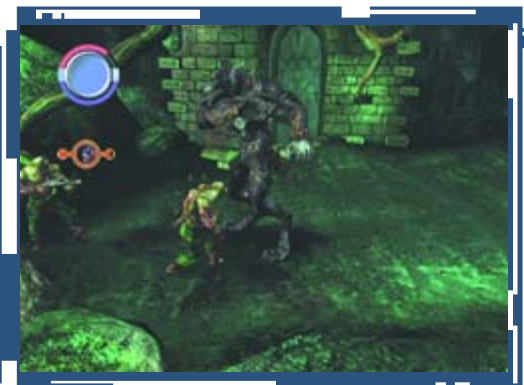


How to unlock: Obtain Conviction Level 99 with any character

Regular attacks: Sword swipe (single or double), Bite

Special attacks: N/A

Vincent



How to unlock: Obtain Ranged Level 99 with any character

Regular attacks: Sword swipe

Special attacks: N/A



Note

You need collectable cards to unlock the following monsters (three cards needed for each monster).

Throwback



How to unlock: 25 Throwback kills earn one card

Regular attacks: Swipe, Stomp

Special attack: Shockwave

Security (SWAT)

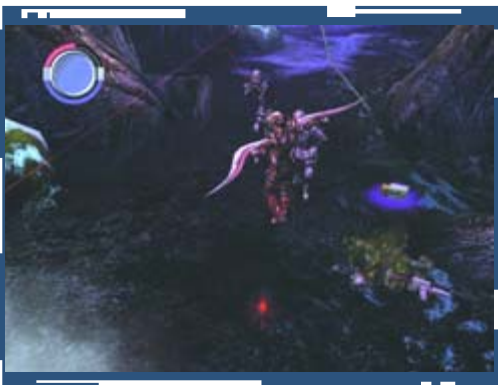


How to unlock: 500 SWAT kills earn one card

Regular attacks: Machine Gun, Teargas

Special attack: Healing

Bladebeast

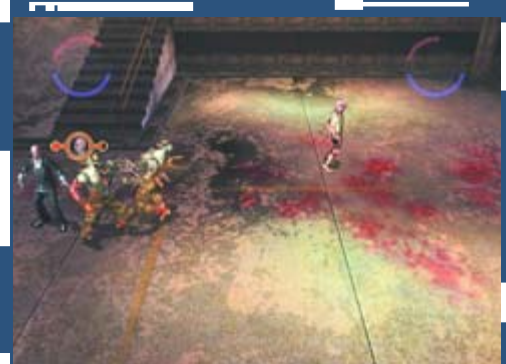


How to unlock: 100 Bladebeast kills earn one card

Regular attacks: Backflip, Whirling Blade

Special Attack: Throw Blades

Footsoldier

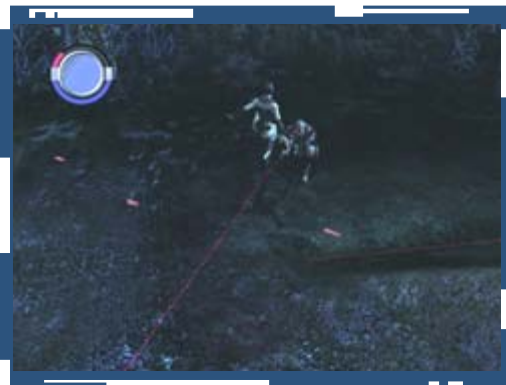


How to unlock: 500 Footsoldier kills earn one card

Regular attacks: Swipe, Bite

Special attack: Shotgun

Vampire (VampRaver)



How to unlock: 50 VampRaver kills earn one card

Regular attacks: Swipe, jump kick, front somersault-uppercut, sidekick stomp

Special attack: Submachine Gun

Zombie



How to unlock: 200 Zombie kills earn one card

Regular attacks: Swipe, lunge, kick

Special attack: N/A

Weapons

Introduction

When facing Zombies, Werewolves, and insane bosses, a Hunter is only as good as his or her weapons. All the weapons in *Redeemer* fall into three categories: basic, special, and Edges. In this section, we cover the strengths and weaknesses of basic and special weapons. For complete descriptions of each Hunter's Edges (and how they enhance basic weapons), see the "Characters" section.

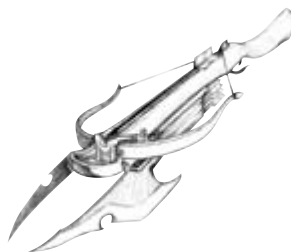
Basic Weapons



Kaylie's Melee Weapon is often the best choice for wading through tightly packed hordes of Zombies or Footsoldiers.

The default ranged weapon comes with an inexhaustible supply of ammunition. Each weapon uses a clip of a different size that must be reloaded when it's empty. But there's always another clip in your bag, so you never have to worry about finding amm

Every Hunter begins the game with a default melee (close quarters) and ranged (long-distance projectile) weapon. The melee weapon is for swinging, thrusting, poking, or otherwise harassing monsters. It may seem to be the weakest weapon in your arsenal, but it



Judge's Ranged Weapon

Tip

Even if you favor one of your Hunter's basic weapons, use both weapons equally so you can improve your skills as you advance through the levels. As you move up the ranks, it takes fewer hits or shots to kill a monster. You're notified when your Hunter's melee or ranged skills improve. When you earn second- and third-level upgrades, you notice a new, larger weapon.

BASIC WEAPONS

Hunter	Weapon	Ammo Loads (3 Levels)
Judge	Crossbow	12/18/24
Defender	Magnum Revolver	6/9/12
Avenger	Hunting Rifle	8/12/16
Martyr	Twin 45s	20/26/32
Redeemer	Black Powder Revolver	4/6/8
Wayward	Scorpion Auto Pistol	24

Special



You can enhance the power of your basic ranged weapon by collecting ammo upgrades. These upgrades appear as small colored boxes left behind by certain monsters after you kill them. You aren't limited as to the number of basic ammo upgrades you can accumulate, so don't leave any behind. Each special ammo is time-limited. While it's active, shoot anything that moves. The following describes the attributes of each type of ammo.

Incendiary Ammo (Red)



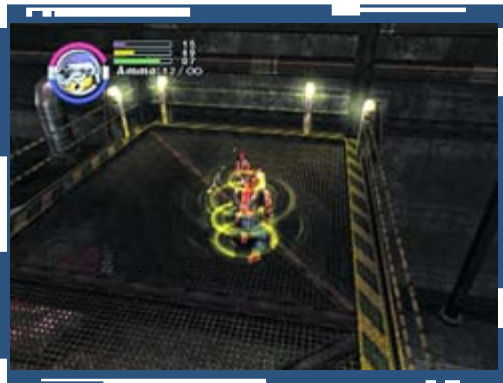
A single shot sets your enemy afire, but keep shooting because a monster can still attack while in flames. When your ranged weapon skill reaches the highest level, a single shot with Incendiary ammo kills a Fomori SWAT or Footsoldier.

Paralytic Ammo (Purple)



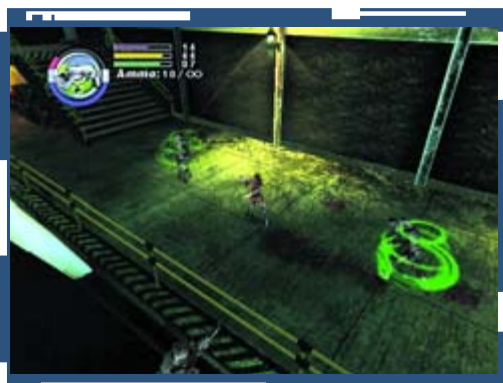
This is one of our favorites, because a single shot freezes your enemy and surrounds it in a purple spiral. When you are trapped in a hostile crowd, spray Paralytic Ammo and bring the advancing horde to a stop. Pull out your melee weapon (or use your ranged weapon if you favor pistol-whipping), and finish each one off with a single blow.

Holy Ammo (Yellow)



Holy Ammo weakens your opponent, making it easier to finish off with a single melee blow. It has a special benefit used against Bane Spirits. If a Bane Spirit possesses an Innocent, the Innocent attacks your Hunter. You can kill the Innocent and remove the threat, or you can shoot the Innocent with Holy Ammo. This not only frees the Innocent, but also awards you a Bonus Continue for your good deed.

Poison Ammo (Green)



A shot of Poison Ammo encircles your enemy in a green spiral. While enveloped, the monster slows down and its attacks are weaker, making it easy to finish the kill with a single blow.

Special Weapons

Special weapons pack more power than basic weapons, but there is a trade-off. Each special weapon requires ammo that must be gathered as you move through the levels. You can keep collecting ammo until you reach the maximum level for each weapon (you're notified when you reach that level).

Special Weapons Ammo

Ammo for your special weapon appears in the form of a weapon left behind after you kill a SWAT soldier. Some weapons also are tucked away in alcoves or placed in various locations around a level. Unlike basic weapons ammo, these powerups do not disappear after a few seconds. If you burn through a few clips, go back and collect the ammo that you left behind when your inventory was full.

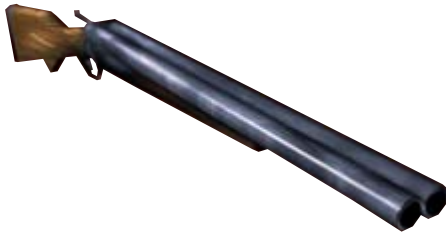


Note

Collecting Shotgun ammo replenishes ammo for any Shotgun-type weapon. Collecting Submachine-gun ammo will replenish ammo for any automatic weapon.

The following section includes pictures, ammo loads, and tips for each of the special weapons in the game.

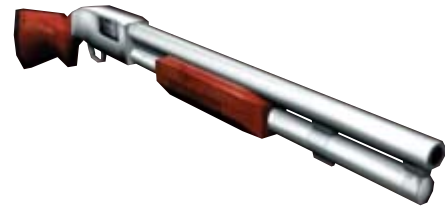
SPECIAL WEAPONS



Weapon	Ammo Load	Tactics
Double Barrel Shotgun	2	Only 2 shots per load, so it is best against a small group of monsters



Weapon	Ammo Load	Tactics
Riot Shotgun	8	The 8-shot capacity and bigger punch lets you take on a larger group



Weapon	Ammo Load	Tactics
Combat Shotgun	8	Similar to the Riot but with more powerful ammo



Weapon	Ammo Load	Tactics
Subma- chine Gun	32	Excellent for short-range crowd control



Weapon	Ammo Load	Tactics
Assault Rifle	30	More accurate at long range than the SMG, and its ammo packs a wallop. Excellent against Bladebeasts and Throwbacks



Weapon	Ammo Load	Tactics
Bullpup Assault Rifle	30	Smaller and easier to handle than the Assault Rifle



Weapon	Ammo Load	Tactics
Chain Saw	Fuel	Heavy and unwieldy, but it is a devastating melee weapon in close quarters; one of the only effective weapons against SWAT Shield



Weapon	Ammo Load	Tactics
Flamethrower	Fuel	Excellent against waves of Footsoldiers



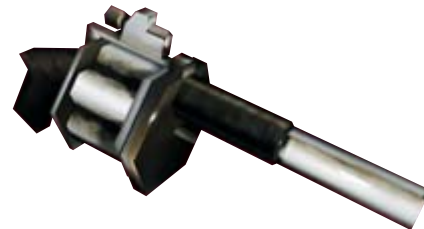
Weapon	Ammo Load	Tactics
Rocket Launcher	1	Only a single shot and it is slow to reload, but the explosive power is unmatched. Try it against a squad of tightly packed SWAT Shield



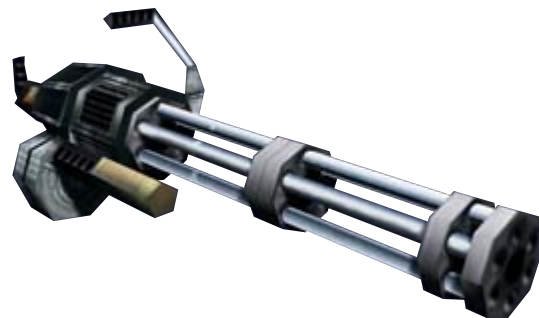
Weapon	Ammo Load	Tactics
Flare Gun	10	Shoots a ball of flame over long distances; a devastating weapon, but not very accurate



Weapon	Ammo Load	Tactics
High Powered Rifle	16	This gun packs a lethal punch, making it an excellent choice against Throwbacks and SWAT Shield



Weapon	Ammo Load	Tactics
Grenade Launcher	4	Accuracy is a problem, but if you can lob a grenade at a cluster of enemies, it wipes out a crowd



Weapon	Ammo Load	Tactics
Chain Gun	500	The most powerful weapon in the game

Glyphs



Introduction

In the frenzy that is *Hunter The Reckoning: Redeemer* it is sometimes difficult to think about anything but survival. If you want to solve the secrets of Ashcroft, you must do more than squeeze the trigger or swing your sword. At various locations around the levels are critical resources called Glyphs. Glyphs, represented by symbols, provide temporary safe havens for your Hunter.

A Glyph may have single or multiple charge capabilities. When a Glyph is fully charged, it glows. If your Hunter has a need for what the Glyph offers, step onto the Glyph and press **A** to activate its powers. Your Hunter is invulnerable to damage while the Glyph is active.



Note

A Health or Conviction Glyph may be glowing, but if your Hunter is already at maximum capacity, nothing happens when you press **A**.

The following section provides a quick reference for all of the Glyphs in *Hunter The Reckoning: Redeemer*.

GLYPH POWERS



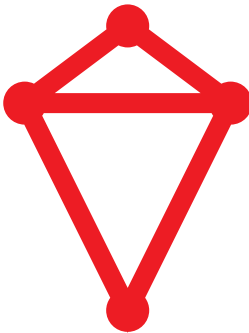
Glyph	Description
Health	Restores your Hunter's health (red meter) to maximum.



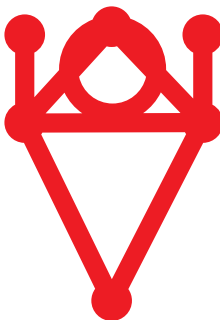
Glyph	Description
Conviction	Restores the Hunter's Conviction level (blue meter) to maximum.



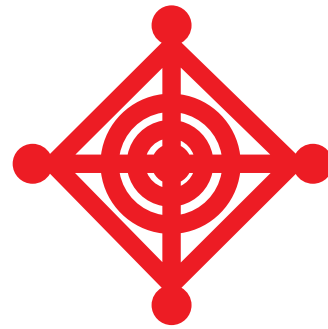
Glyph	Description
Speed	Provides a temporary super-speed boost to your Hunter.



Glyph	Description
Armor	Adds a temporary layer of armor to your Hunter, displayed as a green overlay on the health bar.



Glyph	Description
Unlimited Ammo	While the icon is visible on the Hunter's HUD, all special weapons are endowed with unlimited ammo.



Glyph	Description
Invulnerability	Your Hunter is impervious to damage for a short period of time.



Glyph	Description
Information	Step onto this blue Glyph to learn about the level, or to receive communication from a character.



Glyph	Description
Exit	When you see this green Glyph, step on board to finish the level.

Note

Blue Exit Glyphs may also be used to travel from one floor to another.



Cheat Codes and Unlockables

Too many Zombies and Werewolves in your life? No worries—we have the solutions to your undead problems. Check out the following cheats and secrets to pump up your favorite Hunter or unlock a hidden character.

Cheat Codes

Unlimited Life

Right Trigger	D-pad North
Right Trigger	D-pad South
Green A Button	D-pad North
Green A Button	D-pad South

No Conviction Cost for Edges

Left Trigger	D-pad North
Left Trigger	D-pad South
Green A Button	D-pad North
Green A Button	D-pad South

Unlimited Ammo

Blue X Button	D-pad North
Blue X Button	D-pad South
Blue X Button	D-pad North
Blue X Button	D-pad South

Gain All Edges

Yellow Y Button	D-pad North
Yellow Y Button	D-pad South
Yellow Y Button	D-pad North
Yellow Y Button	D-pad South

Gain All Weapons

Green A Button	D-pad North
Green A Button	D-pad South
Green A Button	D-pad North
Green A Button	D-pad South

Weapons Do Max Damage

Red B Button	D-pad North
Red B Button	D-pad South
Red B Button	D-pad North
Red B Button	D-pad South

Tougher Monsters

Black Button	D-pad North
Black Button	D-pad South
Black Button	D-pad North
Black Button	D-pad South

Progress to Next Level

Black Button	D-pad North
Left Trigger	D-pad South
Black Button	D-pad North
Left Trigger	D-pad South

Mega Melee Damage

Blue X Button	D-pad North
Blue X Button	D-pad South
Yellow Y Button	D-pad North
Yellow Y Button	D-pad South

Turn on Nightmare

Black Button	D-pad South
Black Button	D-pad South
D-pad North	
D-pad North	

Play Random Male Innocent Voice Over

D-pad West	Right Trigger
D-pad West	Left Analog South Only
Red B Button	Left Analog East Only
Yellow Y Button	Right Analog South Only

Play Random Female Voice Over

D-pad East	Right Trigger
D-pad East	Left Analog South Only
Red B Button	Left Analog East Only
Yellow Y Button	Right Analog South Only

Play Random Hunter Voice Over

D-pad North	Right Trigger
D-pad North	Left Analog South Only
Red B Button	Left Analog East Only
Yellow Y Button	Right Analog South Only

Max Health

Red B Button	White Button
Red B Button	White Button
White Button	

Max Ammo for Current Weapon

Green A Button	Black Button
Red B Button	Red B Button
White Button	

Unlock All Content

Blue X Button	D-pad North
Red B Button	D-pad North
Blue X Button	D-pad South
Red B Button	D-pad South

Get Heavy Weapons

Red B Button	Red B Button
Green A Button	Green A Button
Red B Button	Black Button
Green A Button	White Button

No Flashlight for Dark Levels

Yellow Y Button	Black Button
Blue X Button	White Button
Green A Button	D-pad South
Red B Button	D-pad South



Unlockables

Unlockable Content

Art Galleries

Gallery 1: Kill Warghoul once

Gallery 2: Kill Demon once

Gallery 3: Kill Santa three times

Gallery 4: Kill Abomination three times

Gallery 5: Kill Warghoul three times

Gallery 6: Kill Black Spiral Dancer three times

Unlockable Characters

Wayward: Let 250 innocents be killed

Carpenter: Obtain Melee Level 99 with any character

Unlockable Monsters

Black Spiral Dancer: Obtain Conviction Level 99 with any character

Vincent: Obtain Ranged Level 99 with any character

Unlockable Monsters (3 Collectable Cards Needed per Monster)

Throwback: 25 Throwback kills per card

SWAT: 500 SWAT kills per card

Bladebeast: 100 Bladebeast kills per card

Footsoldier: 500 Footsoldier kills per card

Vampire: 50 VampRaver kills per card

Zombie: 200 Zombie kills per card



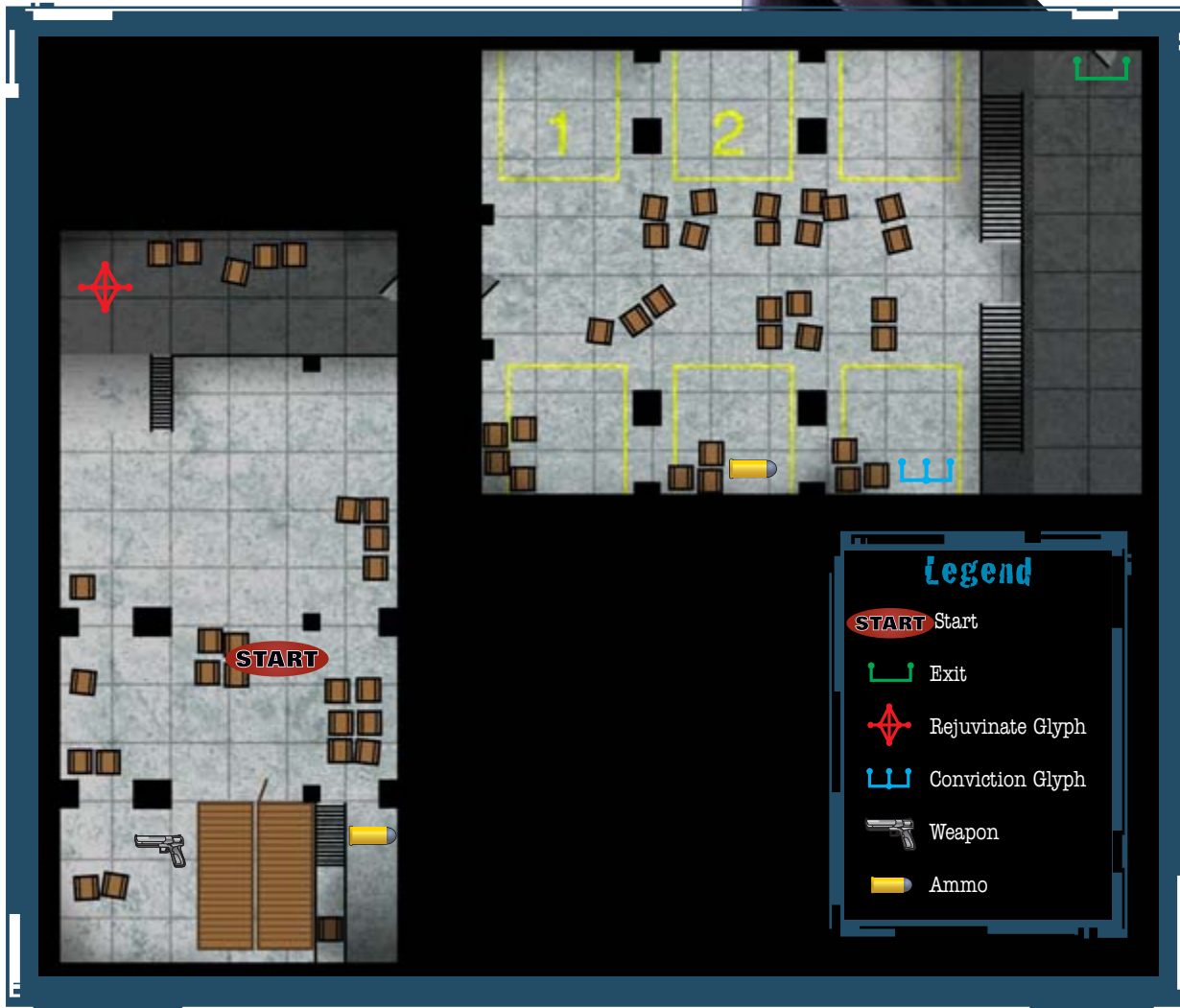
Warehouse

Mission Objective

- Keep Lucien alive as you drive off the monsters attacking the Genefex warehouse

Monster

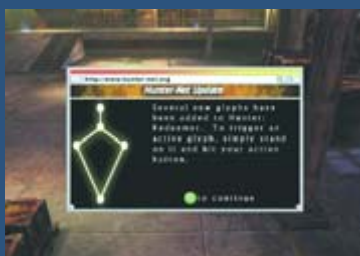
- Fomori Footsoldiers



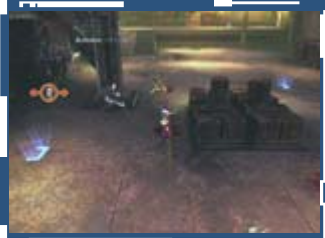
Warehouse



Note



Bonus Objective: Read all Information Glyphs on the warehouse floor.

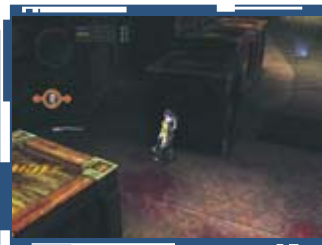


You begin the level in the center of the warehouse, with Lucien and a few friendly SWAT soldiers nearby. Lucien is armed, and he knows how to handle himself. You must not let the monsters overpower him, or he dies and you start over. Move around the boxes and cut down the monsters as they approach. Martyr, our featured Hunter in this level, begins with twin 45's and long knives.



Note

Each Hunter's beginning ranged weapon is reloadable with unlimited ammo. Martyr's 45's use 20-round clips. For complete weapons profiles, see the Weapons section.

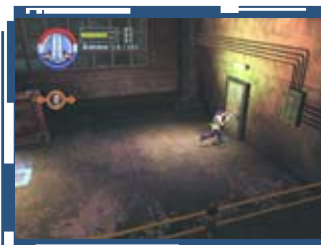
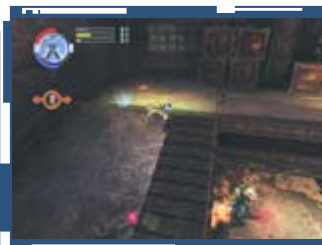


Clear the floor of monsters before collecting the Shotgun in the rear left-hand corner and Incendiary Ammo in the back right-hand corner of the Warehouse.



Tip

Watch for ammo left behind when you kill monsters. Simply walk over the ammo box to collect it. You find Incendiary and Paralytic Ammo in the warehouse.



Fight your way up the ramp and dispatch one more wave of monsters. When the upper level is clear, walk to the door and press **A** to enter the next room.



Tip

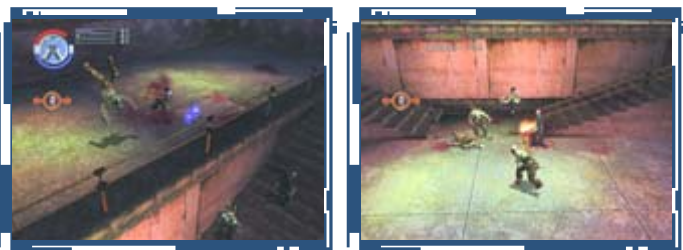


If your health is less than 100 percent, step on the Rejuvenation Glyph just past the top of the ramp, and press **A** to fully restore your health.

Loading Area



More monsters attack in the loading area. With the help of SWAT soldiers armed with laser-guided weapons, you should have no trouble eliminating enough monsters to secure the street (you receive word when you accomplish this objective). Carve up the remaining monsters to fatten up your Kill numbers before exiting through the door on the left side of the upper platform. Make sure Lucien is nearby when you approach the door, or the Exit Glyph does not illuminate.



The number of monsters on this level is light compared to the next one, so this is a good time to practice with ranged and melee weapons. If you log enough fighting time, you can earn upgrades to both skills before finishing the level. Also, practice jumping to safety when monsters surround you. This is a critical skill when monsters attack in overwhelming numbers.



Note



You find Incendiary Ammo under the window on the right side of the warehouse. The Conviction Glyph—a golden "E"—is in the right-hand corner of the building near the stairs. Step onto the Glyph and press **A** to receive temporary Invulnerability.

Warehouse



The Wall



Mission Objectives

- Kill the creatures to recover the explosives
- Place explosive charges at key points along the wall, and return to the street before the explosion

Monsters

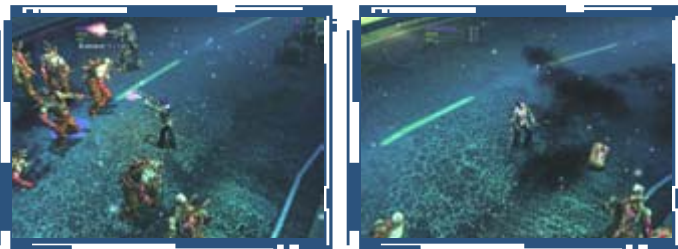
- Fomori Footsoldiers
- Uktena Werewolves

Legend

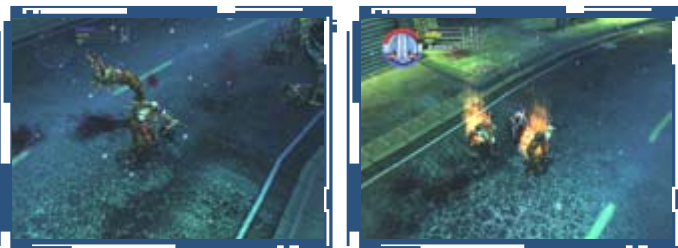
- START** Start
- Exit
- Armor Glyph
- Speed Glyph
- Explosive Placement
- Weapon



Street



Proceed to the end of the street, where you receive a message that the monsters have made off with the explosives. The only way to retrieve the charges is to kill all the monsters, or at least kill enough to gather eight charges (one for each designated point on the wall).



After collecting eight charges, you can increase your Melee skills by wading through the remaining monsters, and you can find some valuable Incendiary Ammo along the way.



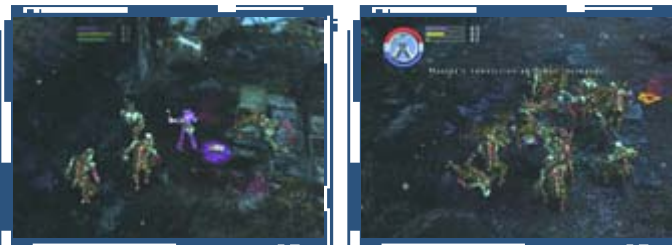
Open the gate and fight your way down the street. The monsters arrive in ever-increasing numbers, so be careful not to get trapped. Collect Paralytic Ammo from a fallen monster as you advance.



Tip



After freezing a monster with Paralytic Ammo, you can get close enough to finish it off with a pistol whip.



The stone path continues through a wooded area. Shortly after the path breaks up, you reach a clearing, where monsters swarm toward your Hunter. This is a good time to use your Edge for maximum melee efficiency. If you kill all the monsters, you find Paralytic and Incendiary Ammo.

Tip



Look for the Armor Glyph in the clearing. This comes in handy when more monsters than you can kill surround you.

HUNTER THE RECKONING REDEEMER

Prima's Official Strategy Guide



The stone walkway reappears shortly before you reach a circular area with the Ashcroft crest carved into the ground. The wall is just ahead, and a brief video sequence highlights the placements of the explosive charges. Don't forget to pick up the Submachine Gun floating on the Ashcroft crest.



After you reach the wall, the monsters swarm from all directions. The best strategy is to keep your distance from the advancing horde and use your Hunter's ranged weapon to thin the ranks. The towering Uktena Werewolves are more difficult to kill than the Footsoldiers, so don't let them get too close.

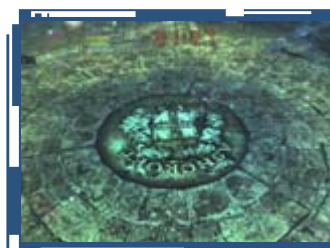


After you've killed a bunch of monsters (well over 100), approach the wall and set the charges. A timer appears when you set the first explosive, counting down from two minutes. This is your allotted time to place the remaining seven charges and make your way back to the street before the big boom. For maximum speed and efficiency, work your way from left to right. After the final charge is in place, look for an illuminated Speed Glyph near the wall. Step on it to give your Hunter a speed burst, then race back to the street.



CAUTION

More monsters move in when you begin setting charges, so be prepared to fight your way along the wall.



Go back through the circle and pull out your ranged weapon. The monsters do their best to keep you from leaving the forest, or at the very least, alter your path. You must stay in a straight line after going through the circle. Do not go to the left or right, or you risk getting trapped in the forest. Keep firing as you carve a path to the gate. Stand on the Exit Glyph to return to the street and end the level as the walls come tumbling down.

Members Only

Mission Objectives

- Find the nightclub
- Escort the Innocent to the gun shop, where you receive a pass to the nightclub
- Return to the nightclub

Monsters

- Footsoldiers
- Skitters
- Throwback Tanks



Legend

START Start

 Exit

 Innocent

 Health Glyph

 Armor Glyph

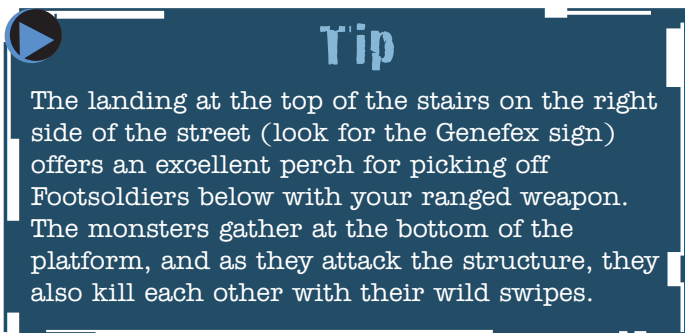
 Weapon



Main Street



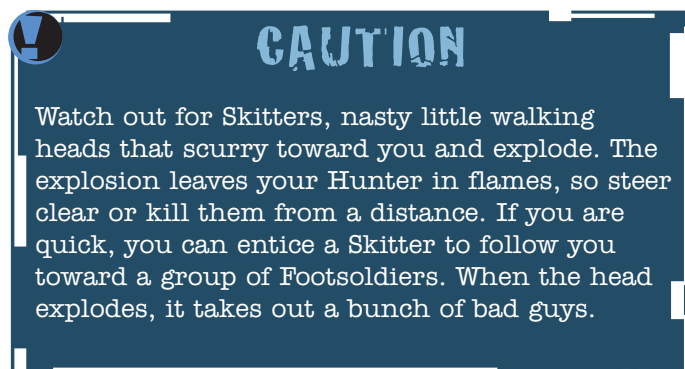
As snow falls on the streets of Ashcroft, fight your way to the first Directional Glyph, to the left of the first intersection. Kill to find multiple Paralytic and Incendiary Ammo powerups.



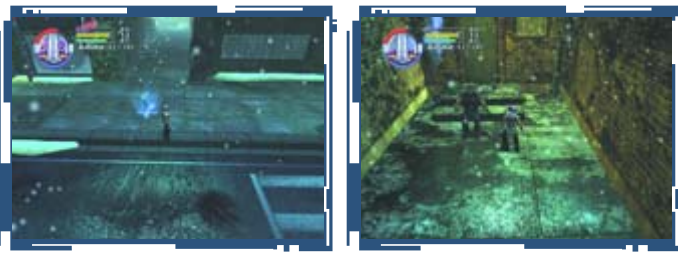
Continue in the direction of the Glyph and kill more monsters along the way. Jump onto the car on the right side of the street and fire at the advancing Footsoldiers. They cannot hit you from the street, so they try to destroy the car. If you keep firing, you kill all the monsters before they accomplish their goal. The explosion launches your Hunter into the air and inflicts some damage. But it's a great sequence, and well worth a few health points to see the monsters die in a ball of fire.



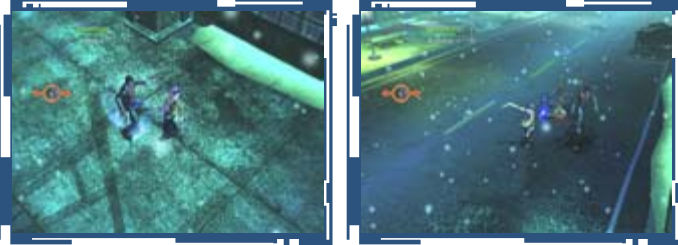
Continue past the next Glyph, where you find another car on the left. Climb on the roof and attack the monsters with your ranged weapon, or step back and fire at the car to explode it, killing any monsters in the vicinity.



You find another car at the end of the street. There is an Armor Glyph just past the car (if you are already at full Armor, it does not activate). Turn left (the only way you can go) and kill more monsters.



Turn left at the intersection (there is a roadblock to the right). Follow the Glyph into the alley, where the Bouncer blocks your way. You must find a pass to gain entry.



Return to the street, where you find a pistol-toting Innocent who offers to get you a pass to the nightclub if you direct him to the nearest gun shop (actually, you need to follow him to reach the shop).



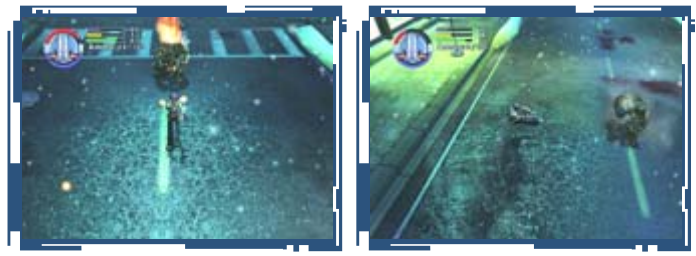
Note

Look for Incendiary, Paralytic, and Poison Ammo left behind by dead monsters. Scour the alcoves for a Shotgun and Machine Gun.

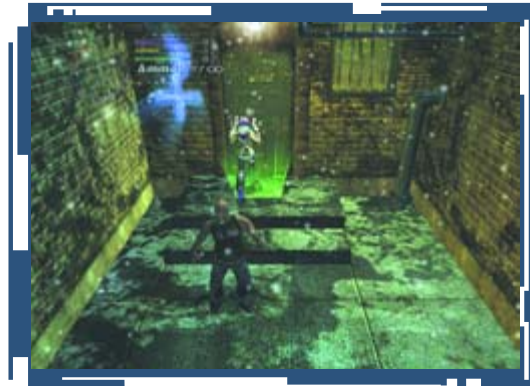
Slums



Follow the Innocent, killing monsters as you go, until you reach the gun shop, where you receive a fake membership card.



Retrace your steps to the nightclub, looking out for a Throwback Tank monster that is capable of unleashing powerful 360-degree energy blasts that level your Hunter if you are within range. The blasts come every few seconds, so fight aggressively, then run beyond the blast circle (you have a second or two to run as the energy moves outward). You can also jump over the shockwave. Try lighting up the big guy with Incendiary Ammo. Throwbacks are more susceptible to melee damage.



When the Throwback Tank is toast, continue to the club and flash your fake membership card to gain access and complete the level.



Ripper's Nightclub

Mission Objectives

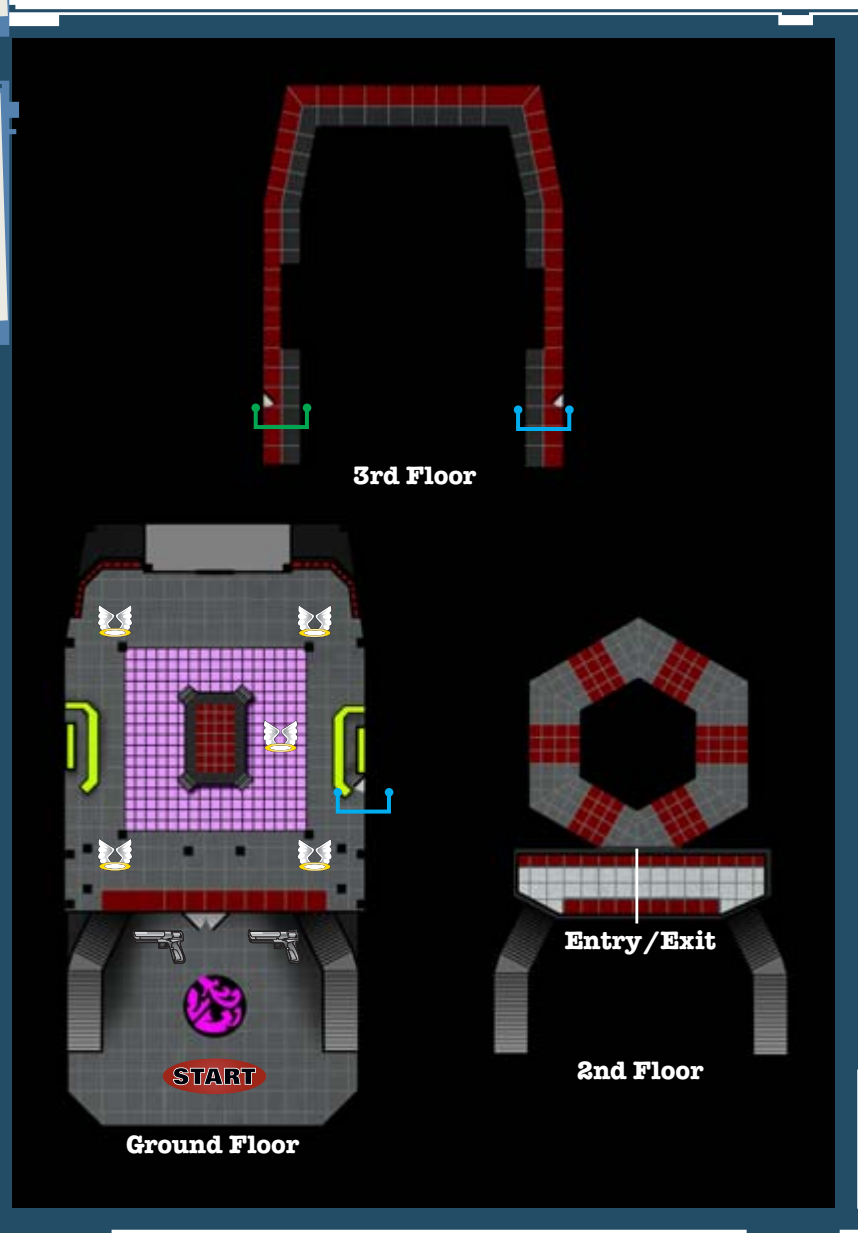
- Reach the balcony
- Rescue five Innocents
- Defeat Carpenter

Monsters

- Basic Zombie
- Raver Zombies
- Zombie Guards (Bouncers)
- Raver Vampires

Legend

-  Start
-  Exit
-  Passage Glyph
-  Innocent
-  Weapon

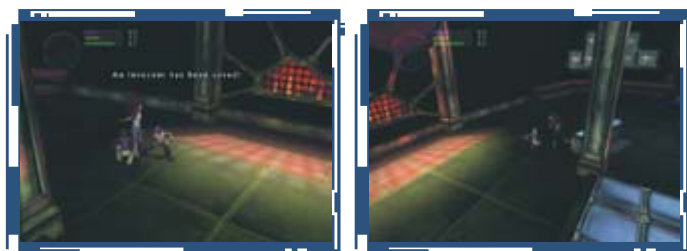


Foyer




Enter the nightclub to reach the foyer. The room is empty, so you can take your time and collect the Flamethrower on the left and Submachine Gun on the right. After acquiring the weapons, turn and face the entrance, and look for the Invulnerability Glyph to the right of the door. You don't need it now, but remember its location for later. Continue into the next room to reach the dance floor.

Dance Floor



Keep your weapons in check (don't even wave your arms around), and slowly walk around the perimeter of the dance floor, looking for five Innocents being abused by Zombies. There is no need to attack the Zombies to free the Innocents. Simply walk up to them and they run away.



Tip

If you cannot resist the urge to kill Zombies, stay off the dance floor and pick them off one at a time, but only if the Bouncers are not in the area (they are in light purple, short, one-piece body suits). Use your melee weapon against the Zombies; a gun attracts too much attention.



After freeing the five Innocents around the dance floor, carefully eliminate the Zombies dancing around the edges of the room. You can take out the Bouncers, but don't take the fight onto the dance floor, or the Innocents freak out and the level ends. When you kill all but one, you receive a Bonus Continue Award. This is your signal that one Zombie remains.



After receiving the Bonus Continue Award, move around the dance floor looking for a Zombie acting out his aggression. Kill him before he strikes an Innocent, to keep the crowd from panicking and the Bouncers from opening fire on your Hunter. Pick up the key left behind when the Zombie dies.

Back to the Foyer



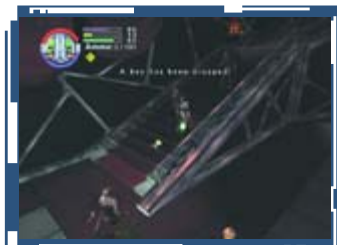
Use the key to re-enter the foyer. In contrast to your previous peaceful entrance, you now find the foyer filled with Zombies, all out for blood...yours! The number of enemies can be intimidating, so enter the room with a plan. If you prefer melee, charge through the crowd swinging your blades furiously. Or arm your Hunter with a ranged weapon and run around the perimeter of the room, firing into the crowd.



Tip

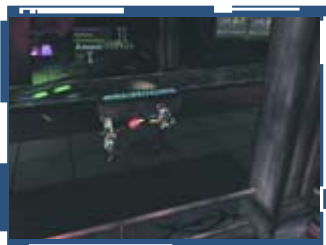


Pick up Poison, Paralytic, and Incendiary Ammo on the floor as you kill the Zombies. The Poison Ammo is especially useful, as it kills a Zombie in a second or two with a single hit. You also find a Machine Gun on the right side of the room (looking toward the balcony).



Look for a Machine Gun-toting Bouncer coming down the left staircase. Kill her to collect another key.

VIP Balcony



Go up the staircase, where you find a wealth of weapons and ammo including two Machine Guns dropped by the Bouncers, a Flare Gun, Shotgun, and Poison and Paralytic Ammo. An Unlimited Ammo Glyph turns all of your ranged weapons into rapid-firing juggernauts, even the Double Barrel Shotgun.



Tip

Step on the Unlimited Ammo Glyph just before going through the door to the VIP balcony. This helps you slice through the waves of Zombies and Bouncers that attack as soon as you enter the room.



Use the second key to go through the doors to the VIP balcony. The Zombies' attack is relentless, and your Hunter can easily become trapped. Leap away and run from one end of the balcony to the other as you keep up a steady stream of fire from your ranged weapons. The Machine Gun is the weapon of choice, due to the nasty Bouncers who come at you with their own Machine Guns blazing. If you keep moving and firing, you pick up loads of ammo from the dead Bouncers.

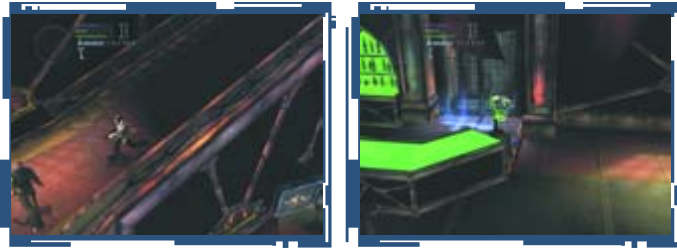


Note



Kill everything on the VIP balcony to acquire another key and a Collectable Card, along with several Machine Guns and a Grenade Launcher.

Back to the Dance Floor



When the balcony is clear, go back through the doors (don't forget to step on the Unlimited Ammo Glyph), and fight your way down the stairs and through the door to reach the dance floor. Use your key to access the elevator near the bar on the right side of the room.

Upper Balcony



The elevator deposits you on the upper balcony, where ordinary Zombies immediately attack you. Kill everything in sight to collect a Chain Gun and Machine Gun; and assorted ammo (Paralytic and Incendiary). When you are ready to face Carpenter, step on the Glyph to meet your first boss.



After Carpenter explains why he must kill you, the battle begins with Carpenter and a slew of Bouncers. While you get accustomed to Carpenter's attacks, especially the powerful, blue Crescendo blast, keep your distance and spray the area to take out as many Bouncers as possible. They are your source for Machine Gun and Chain Gun Ammo.



At close range, Carpenter attacks with martial arts moves and dual blade strikes. After his melee phase, he unleashes the Crescendo. Fortunately, you can leap out of range when Carpenter leans forward, which he always does before launching the energy blast.



Carpenter is most vulnerable immediately after a Crescendo attack. Even better, leap over Carpenter just as he starts his Crescendo. Pour it on with your heaviest weapon, then keep your distance when he switches to melee/martial arts attack. Avoid the next Crescendo blast, then repeat the process. Don't be afraid to mix it up in close with your melee weapon. Just be sure to keep moving, because Carpenter is quick on his feet. Pick up ammo as you finish off the Bouncers, and keep the pressure on until Carpenter drops to his knees. You can't kill him, but you can at least send him back to the shadows where he belongs. Before fading away, he reveals some interesting facts about Ashcroft, suggesting that there are real people behind the seemingly random spread of evil.



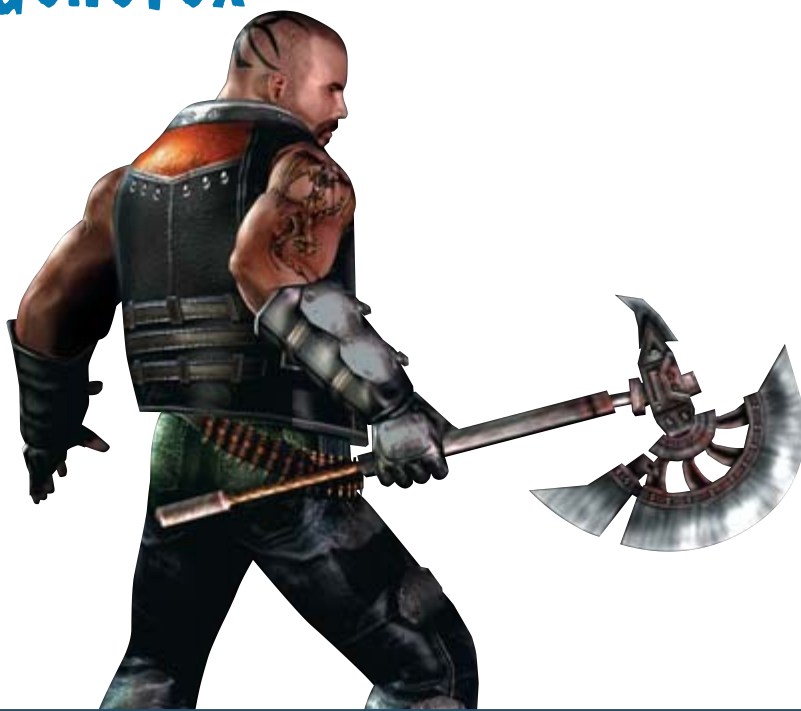
Genefex

Mission Objectives

- Reach Genefex Labs
- Hold off Werewolf assault
- Find entrance to Genefex Labs

Monsters

- Fomori Footsoldiers
- Throwback Tanks
- Fomori SWAT team
- Werewolves



Industrial Area



You begin on the street with Lucien, and it doesn't take long for the Footsoldiers to join the party. Your job here is to shadow Lucien and kill anything that moves. Fomori Footsoldiers keep coming, and just about the time you clear one area of the street, another Werewolf gang shows up.



The Footsoldiers are enough to deal with, but they also have help in the form of Fomori Throwback Tanks. These armored behemoths seem to enjoy being peppered with bullets, arrows, and other projectile ammo. If you decide to mix it up with a melee attack, watch out for a devastating 360-degree Shockwave attack. Each hit knocks your Hunter on his or her backside, so stay out of range.

Tip

To fight the Throwback Tank, find some Paralytic Ammo and freeze the monster. Hack away with your melee weapon. If you're lucky, you kill it before the Paralytic spell wears off.



From the starting point, follow the street, make two right turns, and arrive at the riverfront. The Footsoldiers keep coming, so don't let up. Consult the map for locations of Armor and Rejuvenation Glyphs, and Ammo and Weapons powerups.

Tip

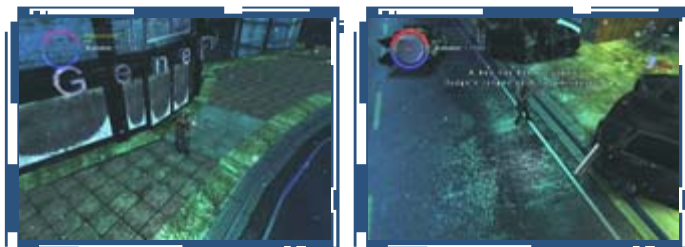


Use your Word of Power Edge to take out multiple Werewolves with a single strike.



You receive word that Genefex Labs is ahead. Don't let down your guard. A squad of Werewolves is waiting to join the fight. Keep fighting until you pass two police cars. The SWAT team is ahead, and they help you finish off the remaining Werewolves. When the street is clear, Lucien offers his thanks. As the SWAT team lumbers off after Lucien, you notice that one of the officers looks a little pale...and he growls. Watch your back!

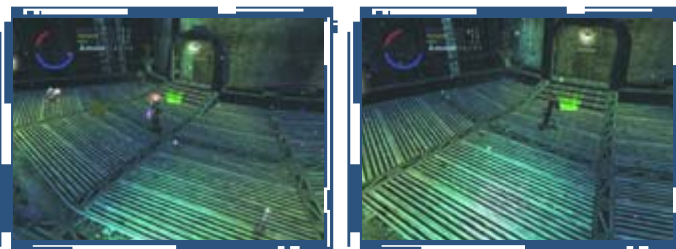
Genefex Labs Access



The Genefex Labs building is locked, so you need to find another way inside. While facing the building, go to your left until you reach an alley guarded by two SWAT officers. Forget everything you've learned about these guys, because they are no longer your friends. Shoot them, pick up the key, and proceed down the alley. Ignore the warning to stay away.



Go through the door and continue down the stairs. The Fomori SWAT team opens fire from various angles, so stay on your toes.



Eliminate the enemies in your way and follow the catwalk and stairs to reach the hub. Finish off the remaining Fomori SWAT team members, then step on the Exit Glyph to enter Genefex Labs. Getting through the door is the easy part. Now, you must find a way to access the many labs inside the hub.



Under Suspicion



Legend

- START** Start
- Exit
- Rejuvenation Glyph
- Weapon
- Ammo
- Disc

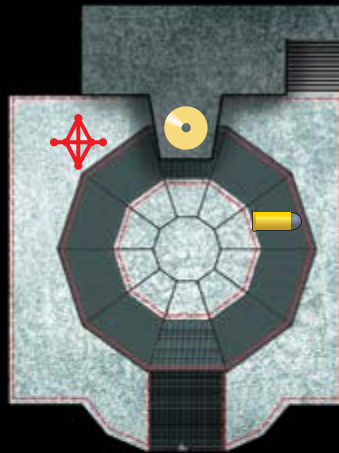
Mission Objectives

- Collect data disks in the four labs
- Read data disks in the lab terminals

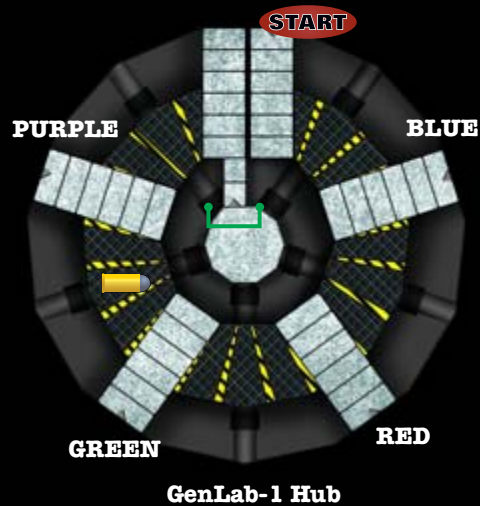
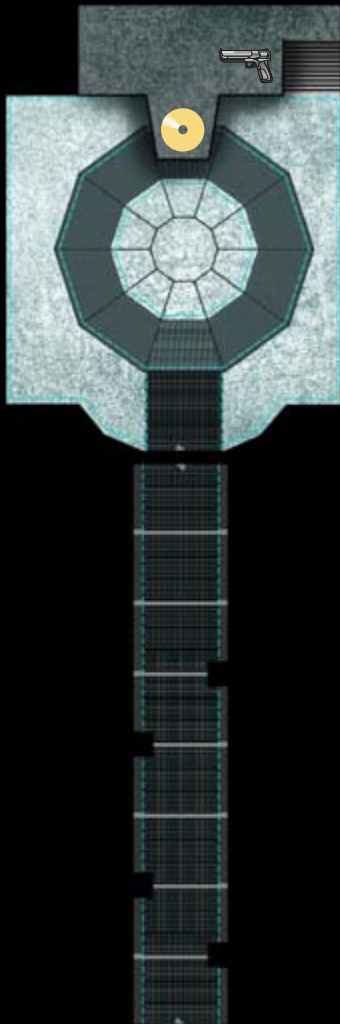
Monsters

- Fomori Footsoldiers
- SWAT Fomori
- SWAT Shield
- SWAT Medic
- Bane Spirits

GenLab-1 Red



GenLab-1 Blue



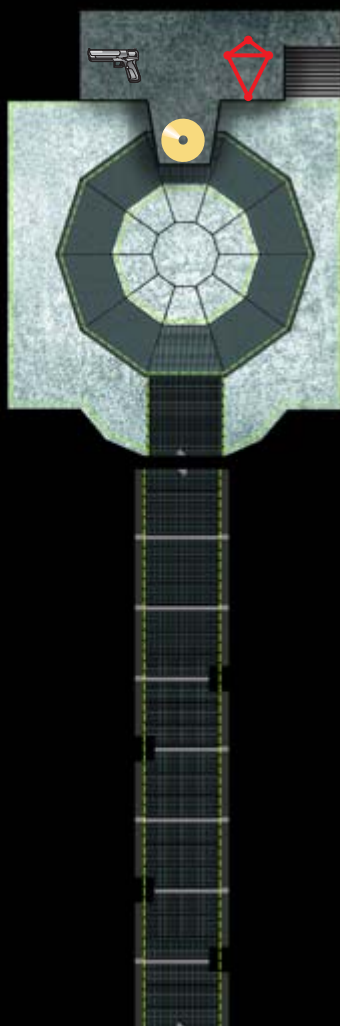
HUNTER THE RECKONING REDEEMER

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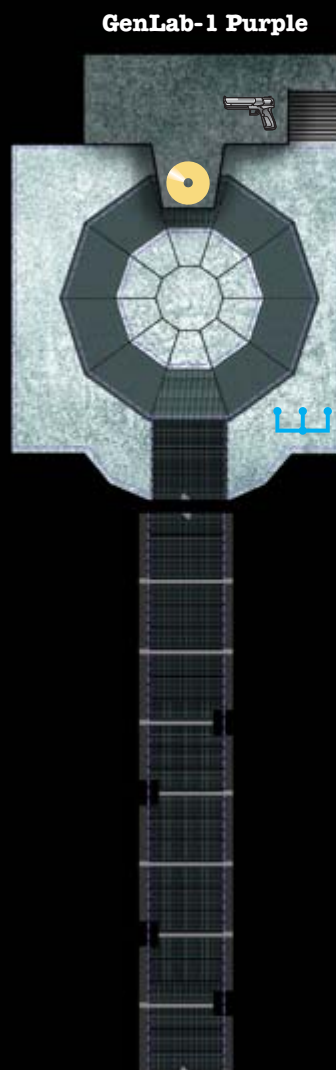


Legend

-  Exit
-  Weapon
-  Armor Glyph
-  Disc

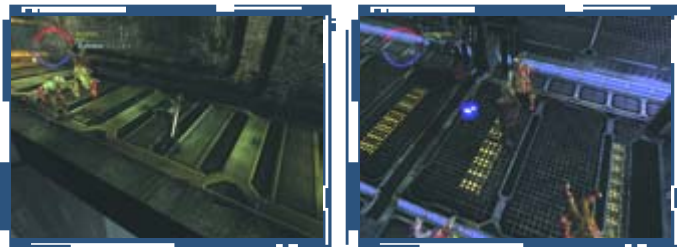


GenLab-1 Green




GenLab-1 Purple


Hub, Blue and Red Labs



Take out the Fomori SWAT team members and Footsoldiers, and proceed to the blue door that provides access to the hub. Fight your way down the hall until you reach another blue door. This leads to the Blue Lab.




Tip




All the lab doors operate in a similar fashion. When you first attempt to open the door, you receive a message that the airlock is calibrating. During this delay period, you're attacked from behind, so turn around, arm your Hunter with a ranged weapon, and take out the advancing enemies.



There is plenty of activity inside the lab, so keep moving and use your ranged weapon to take out the SWAT Fomori and Footsoldiers.



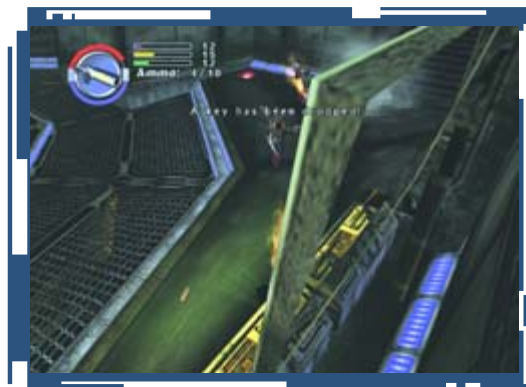
Tip



Destroy all the red canisters in each lab to earn a special bonus.



Continue up the short flight of stairs and around to the left, where you find a single SWAT Fomori. Collect the disk and use the data terminal to read its contents.



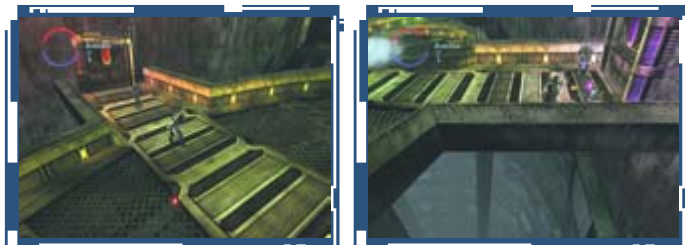
Go downstairs and take out the remaining SWAT Fomori, who drops a key. Collect the key and exit the Blue Lab.



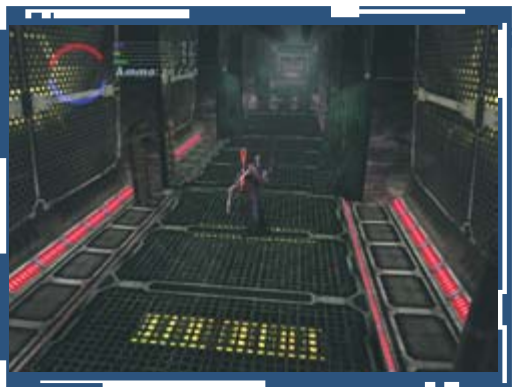
Under Suspicion

HUNTER THE RECKONING REDEEMER

Prima's Official Strategy Guide



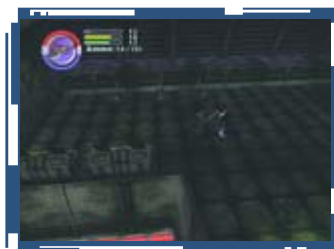
Retrace your steps through the hall and to the hub. The red door is next, but first you need to turn back another attack from SWAT Fomori and Footsoldiers who repel from above. Clear the outer hub area to collect an Assault Rifle and Poison Ammo. Go through the red door to enter the hall.



You encounter four SWAT Shield Fomori halfway down the hall. Your ranged weapons cannot penetrate their shields, so use your Edge. If your strike only stuns the SWAT Fomori, leap over them and attack them from behind with your melee weapon.



Activate the door, then turn around to face two Fomori Footsoldiers. Kill them both to recover Paralytic Ammo and proceed into the lab.



Clear the lower lab and proceed up the stairs to find the next disk. After reading it in the data terminal, fight off another Fomori attack as Footsoldiers drop from the walls. Go down the stairs and kill one more SWAT Fomori, who drops a key. Collect the key, and return to the hub. The green door is next.

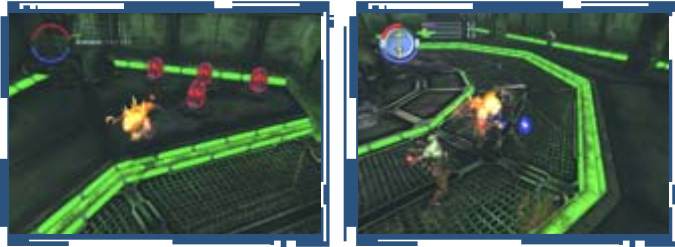
Green Lab



Your key opens the green door, which leads to another hall. Use your Edge to take out the SWAT Shield Fomori, then proceed to the door.



After attempting to open the door, turn to face a tougher counterattack than the ones in previous halls.



When you enter the lab, you receive a warning that something has gone wrong with the toxin. This is your signal that a new enemy is about to arrive. The Bane Spirits are gold-colored floating monsters that attack quickly, then fly away. When they strike successfully, they leave your Hunter in flames. Use your ranged weapon to keep the Bane Spirits at bay, then attack aggressively with your melee weapon to finish them off.



Collect the Paralytic Ammo left behind by a dead Fomori, then use it to clear the remaining SWAT team members from the room.

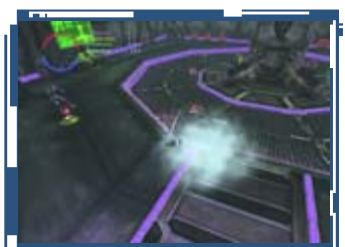
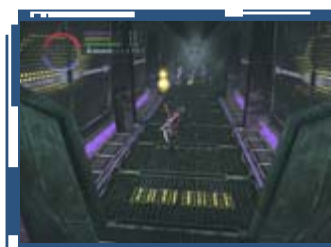


Step onto the Armor Glyph in the upper area, and finish off the SWAT Fomori. When the area is clear, pick up the disk, read it in the terminal, then return to the lower area. Kill a few more SWAT team members and collect another key before leaving the lab.



Clear the hall of another Fomori SWAT Shield squad, then return to the hub, where you face a ferocious SWAT attack.

Purple Lab



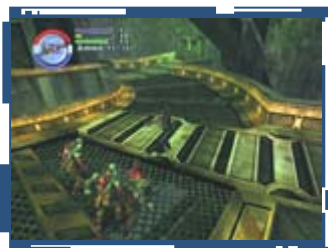
Fight your way down the hall and into the Purple Lab where you encounter a new danger in the form of poisonous clouds fired from Fomori SWAT guns.



Collect the Holy Ammo dropped by a dead Fomori, and use it in your ranged weapon to clear the room. Look for the final disk on the upper level, and read it in the terminal to learn more about the Genefex master plan.

HUNTER THE RECKONING REDEEMER

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Another hall fight is a warm-up for a desperate attack by SWAT Fomori when you re-enter the hub.



Boost your kill count as you clear the hub, then step on the Exit Glyph to exit the level.



Science of Corruption



Legend

START Start

Exit

Weapon

Ammo

Armor Gkyp

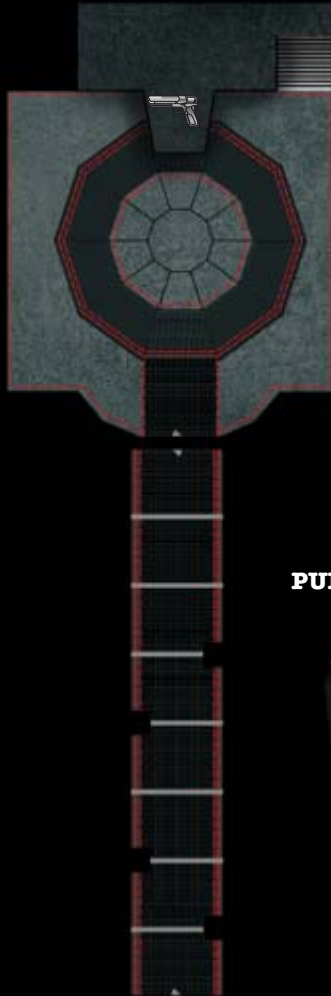
Mission Objective

- Destroy all canisters of toxin in this section of the labs

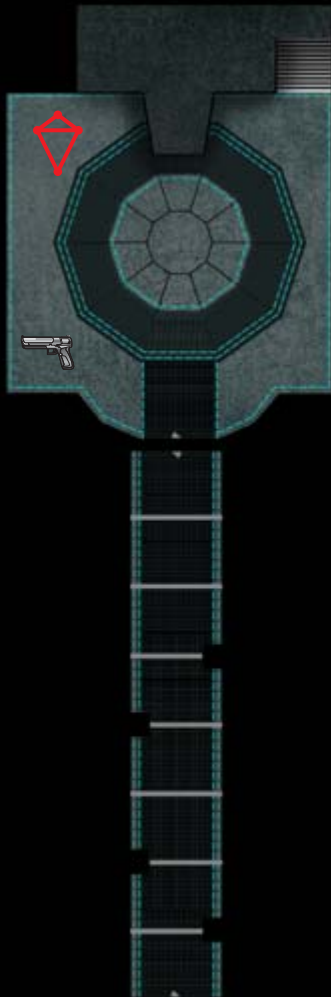
Monsters

- Fomori Footsoldiers
- Fomori SWAT
- Fomori SWAT Shield
- Fomori SWAT Medic
- Bane Spirits

GenLab-2 Red



GenLab-2 Blue



PURPLE

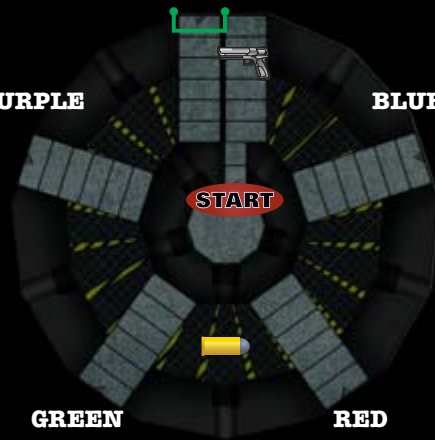
BLUE

START

GREEN

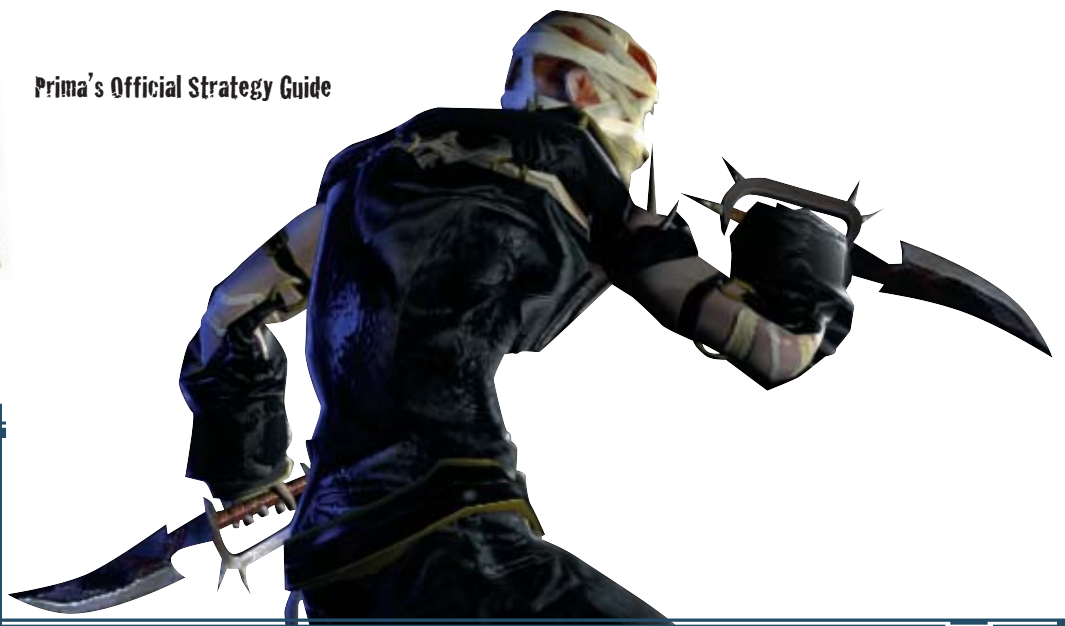
RED

GenLab-2 Hub







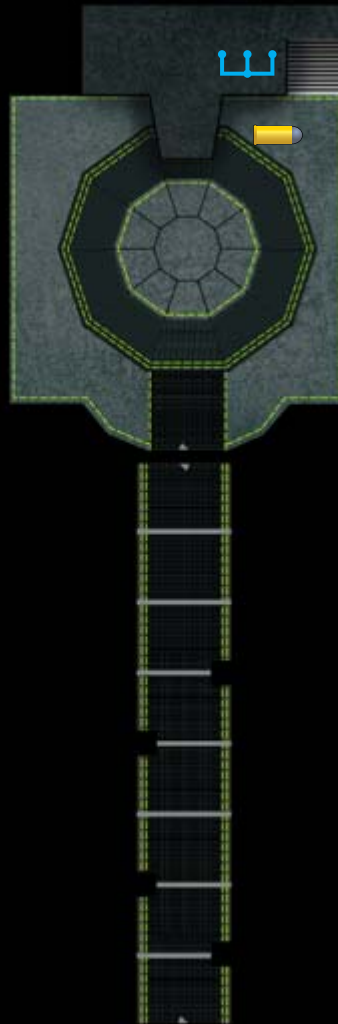
HUNTER THE RECKONING REDEEMER

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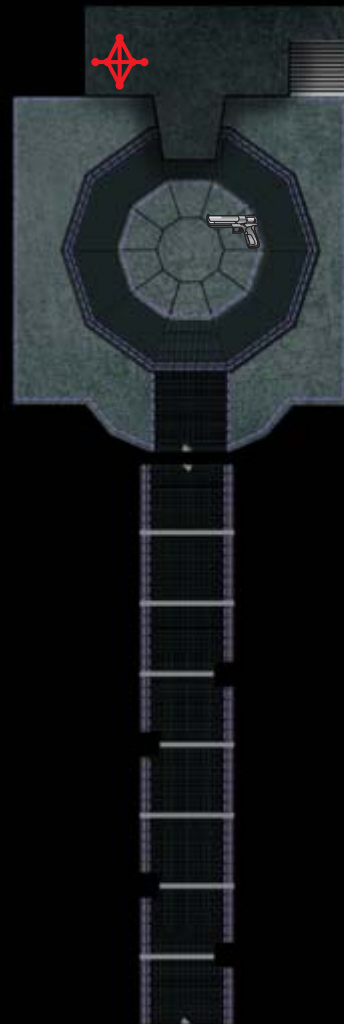


Legend

-  Conviction
-  Rejuvenation Glyph
-  Weapon
-  Ammo



GenLab-2 Green



GenLab-2 Purple

Lab Hub

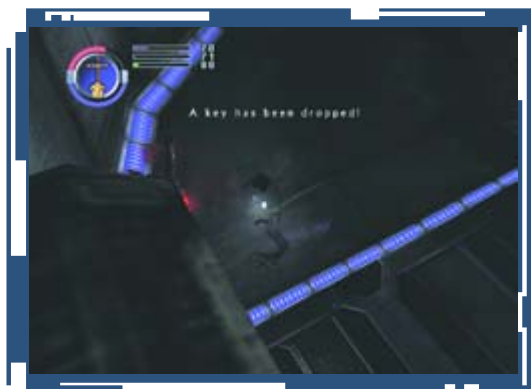


Your Hunter begins this level in the dark, on a walkway in the lab hub's outer area. An initial attack by Fomori Footsoldiers and SWAT is short, but intense. Pick up the Machine Guns and follow the path to the left.

Blue Lab



Turn left from the hub toward the blue door and kill the Fomori SWAT Shield troops standing guard. Continue down the long, dark hall, where you face more Fomori SWAT Shield and Footsoldiers. Watch out for toxic clouds launched from the far end of the walkway.



Enter the door and kill the Fomori SWAT to your left. Grab the key.



Destroy the cluster of red canisters ahead, as you battle Bane Spirits and Fomori SWAT. Don't forget a single canister to the left, where there is also a Health Glyph. Bring your health to max before you climb the stairs to explore the upper level.



Kill more Fomori and destroy the final canister before exiting the Blue Lab.



Tip

Before leaving the lab, pick up the Shotgun to the door's right.

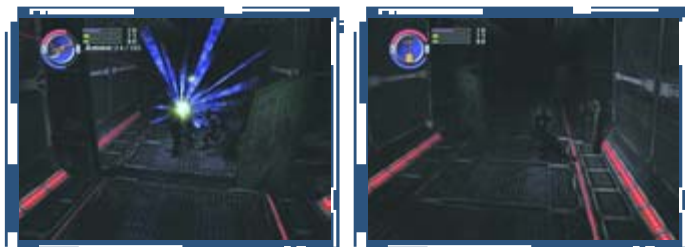


Fight Fomori SWAT and Footsoldiers on your way to the hub.

Red Lab



Turn left and continue around the hub until you see the red door down a short walkway to your left. Pick up the Incendiary Ammo in the hub, then go through the red door.



You meet a squad of Fomori SWAT Shield halfway down the hall. It is a waste of time (not to mention damaging to your health) to launch a frontal attack against the SWAT Shield. Use your Edge to freeze them, then finish them off with your melee weapon.



Destroy the canisters to your left, then focus on the Fomori and Bane Spirit. Go up the stairs and destroy a row of six canisters. Kill the lone Fomori guard to gain a key to the next lab.

Green Lab



Exit the lab, fight your way to the hub, and continue to your left. If you are quick, you can get through the green door without a fight. If you want to pad your kill count, hang around and wait for the Fomori Fotsoldiers.

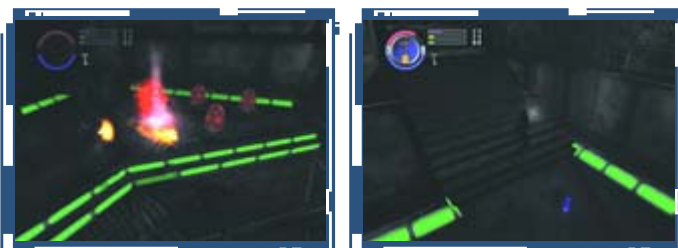


Dispatch the Fomori SWAT in the hall and collect a couple of Rocket Launchers. When you enter the lab, kill a Fomori SWAT to the door's left to collect a key. Concentrate on a fierce attack from Fomori Fotsoldiers, Bane Spirit, and an infected Fomori Medic.



Tip

If your inventory is full of weapons and you can't grab the Rocket Launchers, proceed to the lab, where you can empty one or more of your weapons. When you return to the hall, the Rocket Launchers are waiting.



Destroy the canisters in the main lab, shoot the Fomori SWAT guarding the stairs, and pick up the Holy Ammo he leaves behind. Collect the key, which will allow you to search the final lab, the Purple Lab.

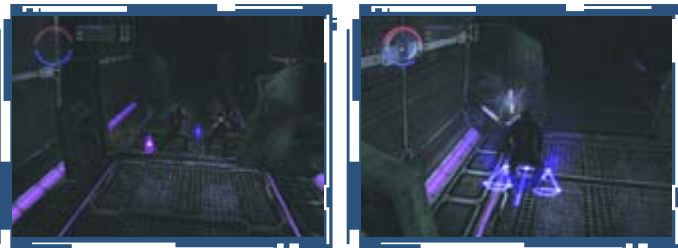


Go up the stairs, step on the Armor Glyph for a boost, then finish off the Fomori guards. Smash the last canister to clear the Green Lab.

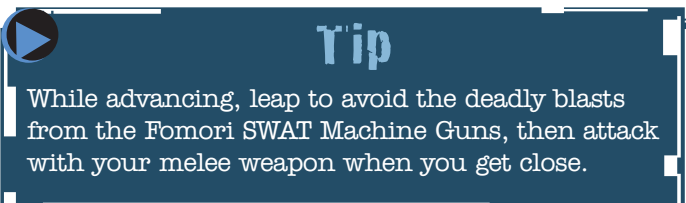
Purple Lab



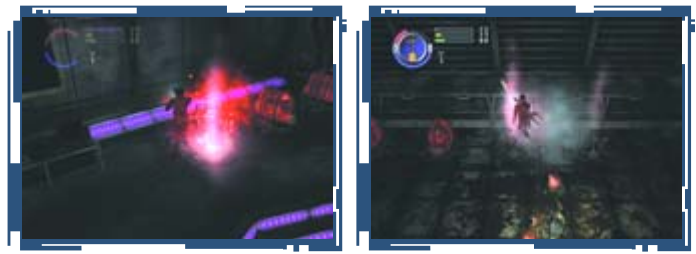
Continue around the hub to reach the purple door leading to the final lab. Kill the Fomori Footsoldiers in the hub, then proceed through the door.



A massive Fomori SWAT Shield force awaits you in this hall, so get your Edge ready.



The Bane Spirit attack is relentless in the Purple Lab, so keep moving. Look for Paralytic Ammo dropped by one of the dead Fomori SWAT. This lets you freeze the remaining Bane Spirit, then finish it off with your melee weapon.



Destroy the red canisters, and kill all the Fomori SWAT before going upstairs (one of them has the final key to this level).



One final wave of Fomori SWAT and Footsoldiers stand between you and this level's end. Clear the hub, then activate the Exit Glyph (in front of the gold door) to meet the Genefax Lab boss, Abomination.



Abomination

Mission Objective

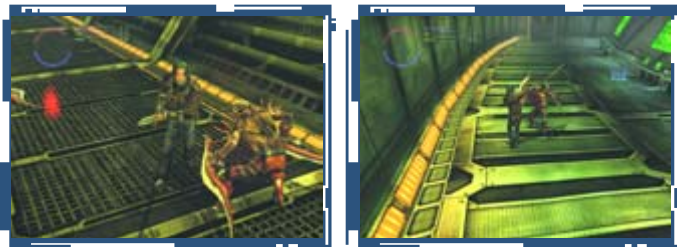
- Defeat Abomination

Monsters

- Fomori Bladebeasts
- Abomination



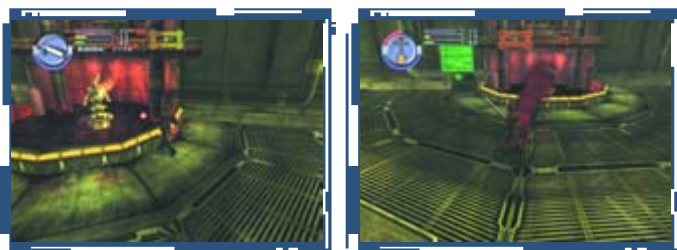
Outer Lab



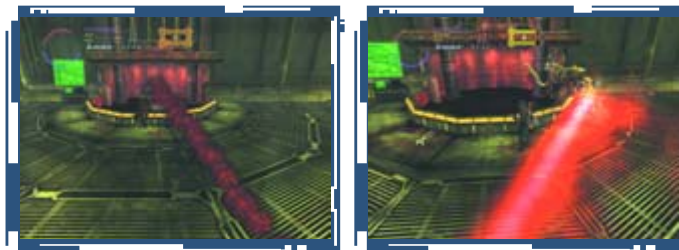
Fomori Bladebeasts attack as you advance through the outer lab. When you reach the main lab, you realize that Bladebeasts are the least of your problems. Abomination is a nasty serpentlike mutant that resides in a bubbling red pool. It stays submerged until you get close enough to shoot it with a ranged weapon. When it rises from the muck, Abomination shoots fiery energy beams and toxic blasts, and launches toxic grenades.



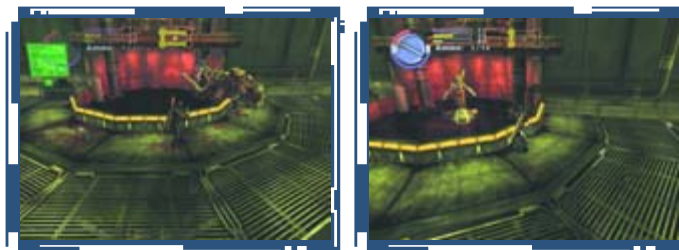
There is little in the way of weapons in the room (only a Shotgun and Submachine Gun). Take advantage of the Health Glyph on the right-hand platform and the Conviction Glyph on the left.



You can fire at Abomination when it emerges from the pool, but you can only exact damage when the monster's force field is down. Don't fire when the force field is activated; you waste ammo.



Keep firing, avoiding the energy beams and toxic blasts, until Abomination morphs into a lizardlike creature. In this form, it jumps out of the pool, hanging on the edge, where it shoots energy beams at your Hunter. Leap to avoid the beams, then continue your attack with ranged and melee weapons (you can strike Abomination when it is hanging on the pool's edge).



Keep up the attack until Abomination's health meter runs dry. When the monster takes its last breath, you join the other Hunters, and a movie reveals what you may have already suspected. The Fomori are not as bad as they seem.



Abomination

Ghosts of Christmas Past

Mission Objective

- Free three Innocents from insane Santa
- Defeat Santa
- Find access to the Catacombs


Monsters


- Fomori Footsoldier
- SWAT Fomori
- Human Santa
- Possessed Santa

Legend

START Start

 Exit

 Rejuvenation Glyph

 Conviction Glyph

 Armor Glyph

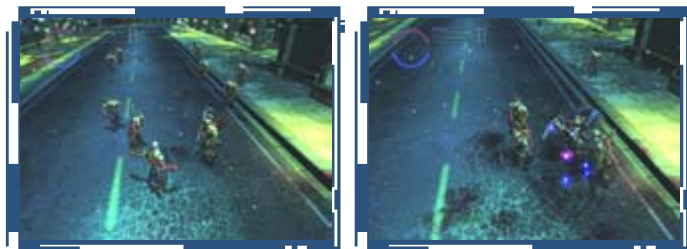
 Innocent

 Weapon

 Ammo



Riverfront and Streets



As snow blankets the streets of Ashcroft, your Hunter is attacked by Fomori Footsoldiers, including one armed with a Shotgun.



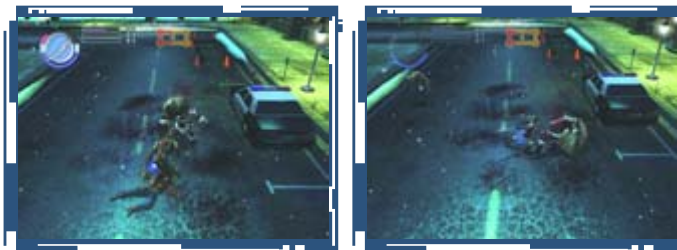
Continue down the street, where another wave of Fomori attacks you. Duck into the first alley on the right to find a Shotgun.



When you pass the first Christmas tree on the right, look to the left for a small squad of SWAT Fomori and Footsoldiers.



Ahead on the right, you find an Innocent, who asks for your help. It seems a man in a Santa suit went ballistic and kidnapped three Innocents. You find the Santa, toy bag and all, down the street. Chase him down and get in as many hits as possible with your melee weapon (note the boss health meter). You can't kill the Santa in his current form, but it helps to lower his health.



Watch out for Footsoldiers and SWAT Fomori who attack as you pummel Santa. Pick up the Paralytic and Incendiary Ammo they leave behind. After knocking Santa around, you have an opportunity to save the first Innocent.



Santa turns left at the next intersection. Look for Incendiary Ammo on the right-hand sidewalk, and a Shotgun in the alley on the left. Take care of a light Fomori attack and continue your pursuit of Santa.



You catch up to Santa at the next corner, where Fomori Footsoldiers join the fight. Use the Health Glyph if you need it, and keep up the attack until the second Innocent is released.



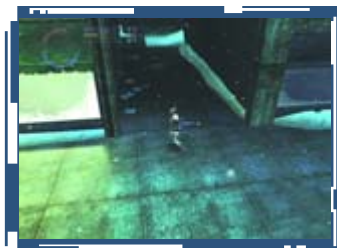
Follow Santa to the left, where more Fomori and SWAT Fomori attack. Pick up Poison and Incendiary Ammo and stay close to Santa. When his health meter is almost gone, he releases the third and final Innocent before heading for Christmas Square.



CAUTION

Although Santa is armed only with a bag, he can inflict damage on your Hunter, especially if the Fomori distract you. Take care of the Fomori Footsoldiers first, then concentrate on Santa. Santa stands around and takes repeated blows without retaliation. But if you halt the attack, even for a second, the jolly old guy gets in a few good licks.

Christmas Square



Santa runs to Christmas Square. Either follow or take a side trip down the next street to your left, where you find an Armor Glyph in the left alley on the left. Continue down the street to fight more Fomori Footsoldiers and SWAT Fomori, and recover Incendiary Ammo and a Machine Gun.



The iron gates to Christmas Square are on the left. Enter the gates to complete your first objective, then get ready to fight Santa on his own turf. Take care of the SWAT Fomori and Footsoldiers, gather all available ammo in the square (if you have the capacity to hold it), then walk between the candy canes to enter Santa's Nightmare Christmas Village.



Santa is fat and slow, so he is vulnerable to melee attacks. The trick is getting close enough to land enough hits. Before you get up close and personal with Santa, get rid of his evil Teddy Bears. These fuzzy and not-so-cute giant dolls jump up and down to launch tremor attacks that knock your Hunter to the ground. In between tremors, they are fond of upchucking loads of brown poisonous slime. If you have the ammo, keep your distance and keep shooting until they drop.



Santa has a number of attacks, including tremors (try jumping to avoid the tremors) and two jaw-snapping sections of his beard. When you get close enough, he also swings his bag with devastating accuracy.



You get the most bang for your hit with melee attacks. Santa is not agile, so alternate your blows from in front and behind. Pound away until Santa's health bar goes south. When the big guy hits the pavement, step onto the Exit Glyph by the door to the right of Santa's Village to exit the level and head for the Catacombs.



Tip

If you have room in your weapons inventory, go back and pick up the Assault Rifle before leaving Christmas Square.

Burial Grounds

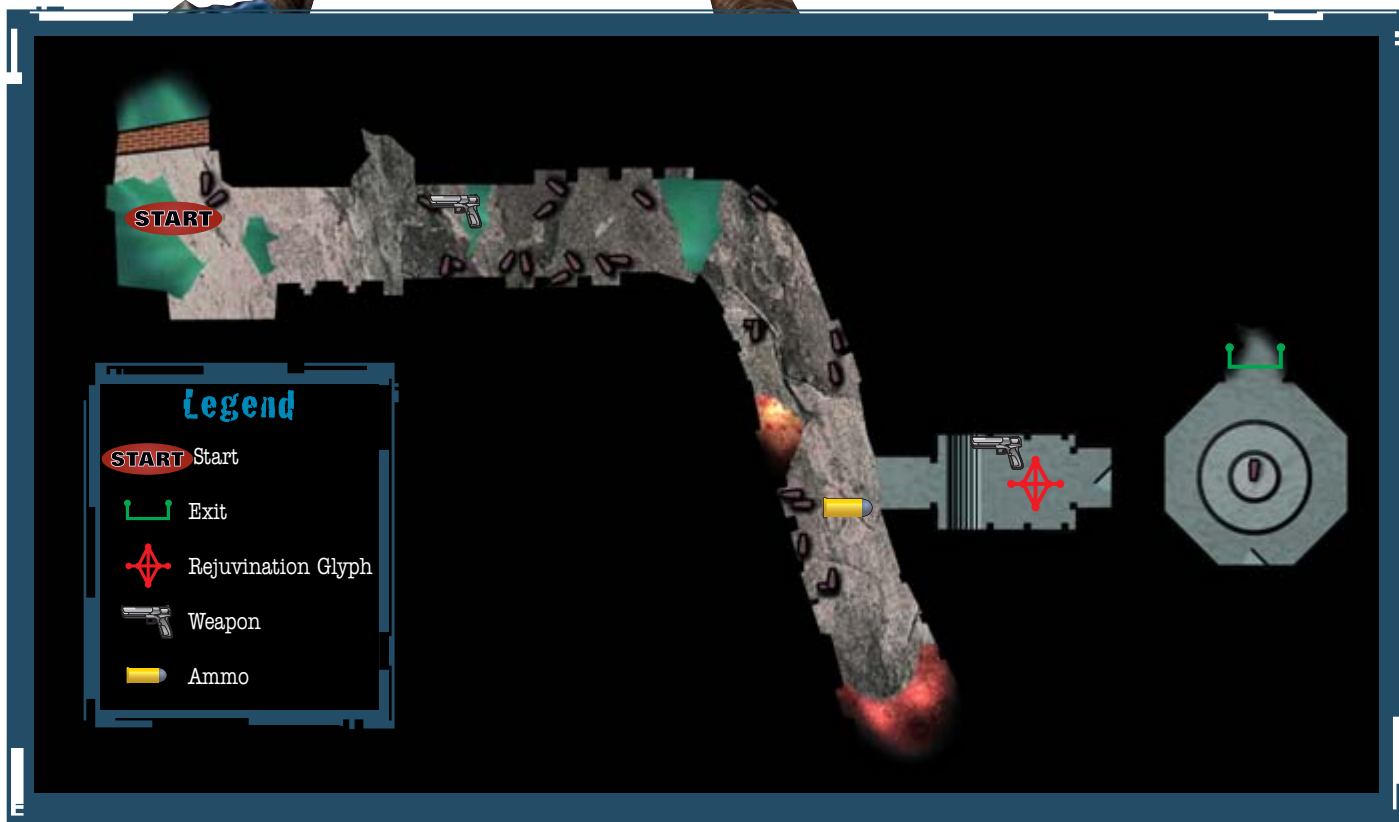


Mission Objective

- Free three Innocents trapped in the Catacombs

Monsters

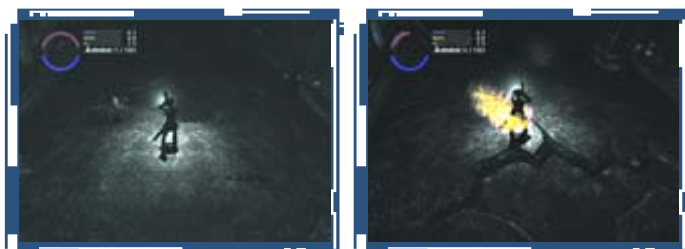
- Zombies
- Skitters
- Ghosts
- Vampires



Legend

- START** Start
- Exit
- Rejuvenation Glyph
- Weapon
- Ammo

Catacombs

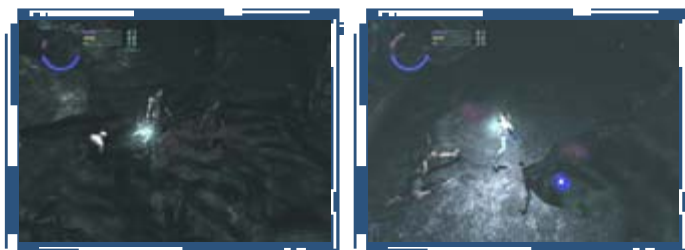


You begin in the dark, damp Catacombs, where you see little, but hear too much. Skitters attack. Stand your ground and smack them with your melee weapon when they scamper within range. Or draw your ranged weapon, take several steps back, and shoot them as they approach. If you scurry, you run the risk of serious damage when the Skitters explode around you.



CAUTION

It only takes three Skitter explosions to kill your Hunter.



Step into the left pool, where a load of Zombies awaits. Swing until they stop rising from the water, then continue exploring the Catacombs, killing Zombies as you go.



Tip

Keep an eye out for Poison Ammo dropped by one of the Zombies. It is useful, especially when the undead attack en masse.

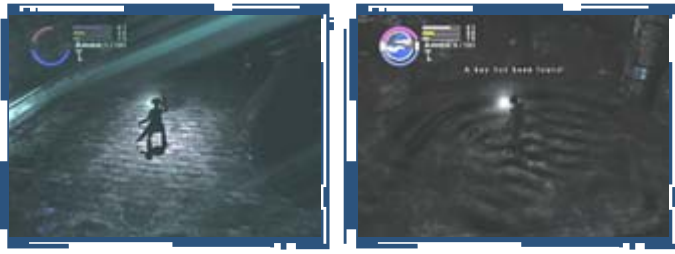


After a long stretch of ground, you reach another jagged pool. Stand your ground in front of the water and pick off the Zombie horde from long range. After killing a bushel of them, you find a Collectable Card.

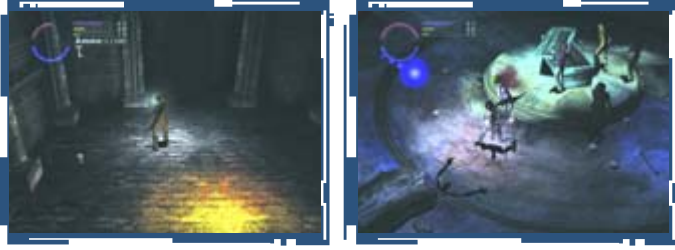


As the path curves to the right, watch for a Ghost that pops out of the ground. It launches small energy bursts, but you can avoid them easily if you pay attention. Draw your melee weapon and destroy the Ghost to save the first Innocent. Before running off, the Innocent tells you that the woman who dragged her to the Catacombs dropped something in the water.

The Tomb



Retrace your steps to the large pool at the beginning of the Catacombs, where you find a key.



Walk toward the spot where you found the Innocent, but this time, turn left at the alcove (another Ghost is there, so be careful). Kill a mess of Zombies, then use your key to open the tomb's door.



You enter a circular room filled with Ghosts, Zombies, and two terrified Innocents. Free the Innocents, kill everything else, and step on the Exit Glyph to exit the level.



The Shadow Tower

Mission Objectives

- Locate one Innocent Werewolf Kin
- Escort the Werewolf Kin to the fallen tower in the center of the cavern

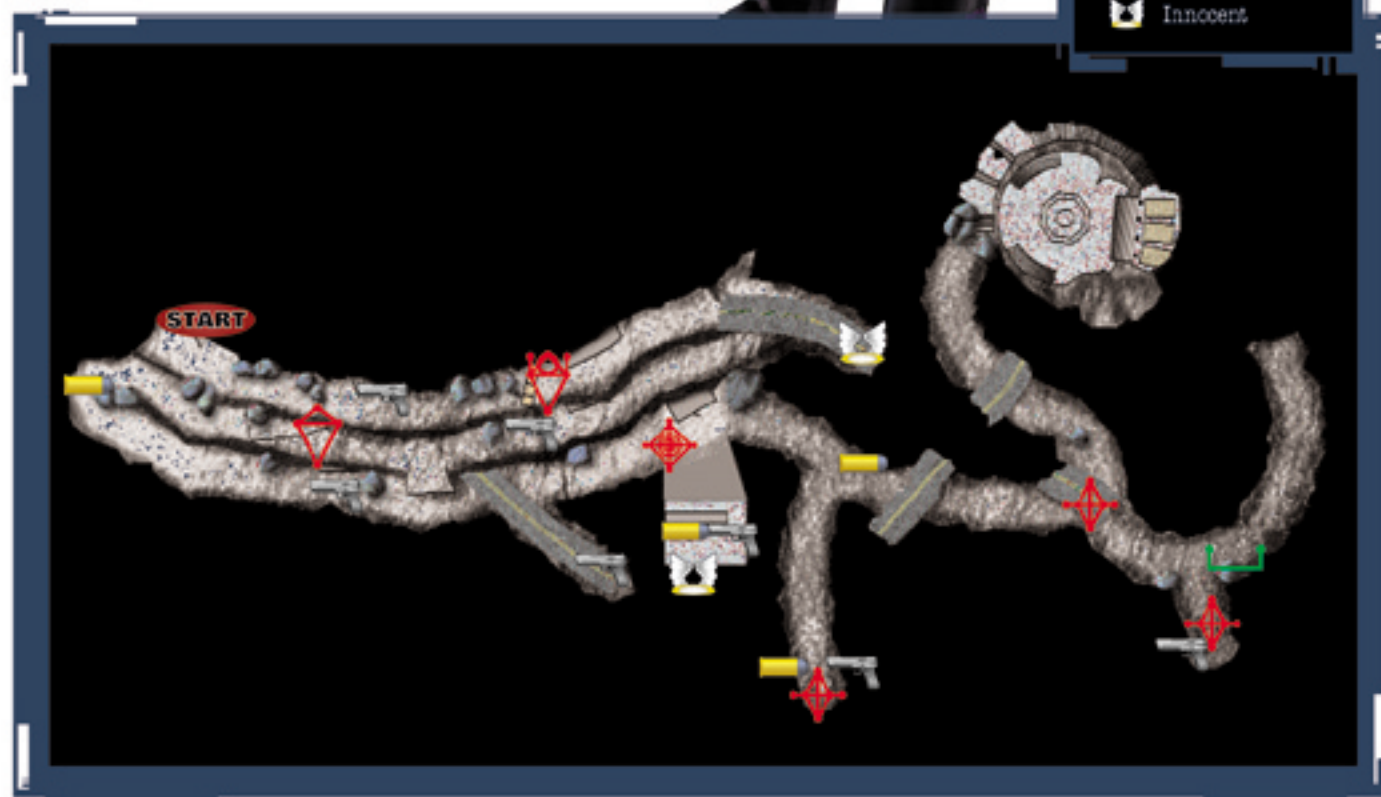
Monsters

- Fomori Footsoldiers (regular and with shotguns)
- Footsoldier Medics
- Fomori Throwbacks



Legend

- START** Start
- Exit
- Rejuvenation Glyph
- Unlimited Ammo Glyph
- Invulnerability Glyph
- Armor Glyph
- Weapon
- Ammo
- Innocent



Fallen City



Watch out for a Shotgun-wielding Fomori right behind your Hunter at the beginning of the level. More Fomori are waiting as you proceed down the rubble-strewn path.



Tip

If you hang around the beginning of the level and kill all the Fomori Footsoldiers who drop in, you collect Incendiary Ammo and a Shotgun, both of which come in handy down the road.

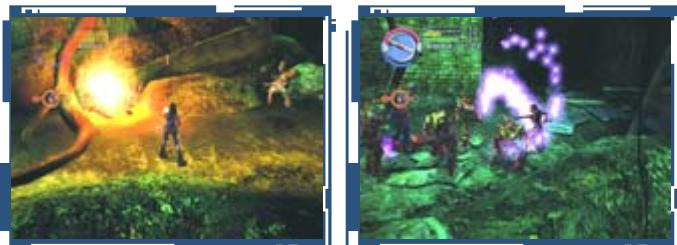


Look for more Fomori on a platform to the left, just before a raging fire. Collect a Shotgun to the right and continue along the path, where you encounter more Footsoldiers and several Fomori Throwbacks, who pack quite a wallop with their Shockwave attacks.



Tip

Combine a leap with a melee attack to avoid the Shockwave and then rain a series of powerful blows on the Throwback when you land.



Continue past more fires and the remnants of a building, where you encounter a wave of Fomori Footsoldiers, some armed with Shotguns.



CAUTION

Don't spend too much time killing Footsoldiers or you won't reach the Werewolf Kin in time to save him from a savage Throwback and Footsoldier attack. You can monitor his health by the gauge on the left side of the screen.



Follow the remnants of an old highway until you hear a cry for help from one of the Werewolf Kin, who is surrounded. While battling the Footsoldiers and Throwbacks, the Innocent Werewolf implores your Hunter to lead him to the fallen tower, where he will help you find a way out of the fallen city.



The Werewolf Kin is armed, and he fights with his pistols, but you must protect him from the onslaught of Fomori. Turn around and go back down the road for a short distance until you reach a path that drops to the left.



Note

The Innocent also picks up Health and Armor Glyphs left behind by fallen Fomori. This may be the only way to keep him alive, so don't hog the Health! You can also keep him alive by casting Rejuvenate, if you have this Edge.



Winding Path



Follow the path, but watch out for attacks from behind (be careful not to leave the Innocent alone for too long). Continue down, where you engage Fomori in great numbers. Pick up the Paralytic and Incendiary Ammo (and the Assault Rifle, if you have room).



Continue down the path, fighting Fomori as you go. When you are surrounded, switch to your melee weapon to quickly even the odds.



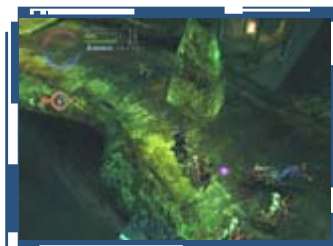
As you work your way down to the bowels of the fallen city, the Fomori attacks become more intense. You pick up plenty of ammo and a new High-Powered Rifle, but be careful of the Fomori Throwbacks. Their Shockwave attacks come very quickly, leaving you little time to regroup if you are caught at close range.



Continue along the path until you reach the XXX Video Store on the left. Step onto the Invulnerability Glyph nearby if you're having a tough time finishing off the Fomori in the area, and then enter the store.



Another Werewolf Kin is waiting. He agrees to give you the Genefex disks if you promise to destroy a nasty creature guarding the fallen tower.



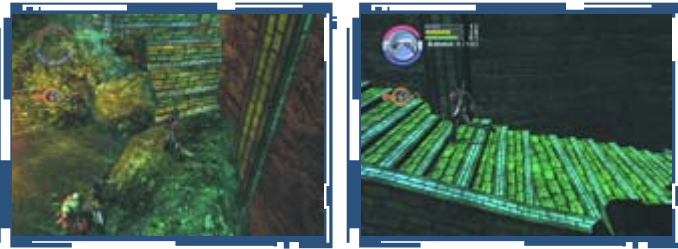
Turn left after leaving the video store and fight your way down the path. When you reach a short section of blacktop, the tower is on the path to the left (look for a tall boulder in the center of the path). As you reach the lower level, you see the tower on your right, along with a segment of the bridge.



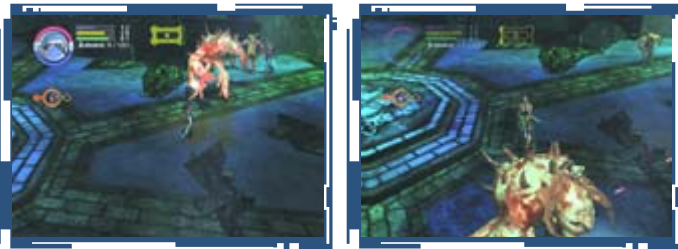
Note

You can go to the right and fight your way to a dead end, picking up ammo along the way.

Shadow Tower



Climb the stairs, continue past a campfire, and climb the long set of circular stairs that wraps around the tower.



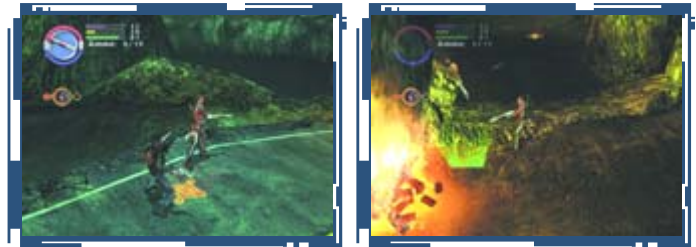
When you reach the top, climb the wide set of stairs to find the lumbering tower monster. It has a powerful Shockwave, but if you stay behind the big boy and keep flailing away with your melee weapon, he falls fast and hard. Watch out for Skitters and more Fomori Footsoldiers who fight alongside the monster. Clear the remaining Fomori in the circular plaza and then retrace your steps to the video store. Remember to go across the blacktop to pick up the correct path to the top.



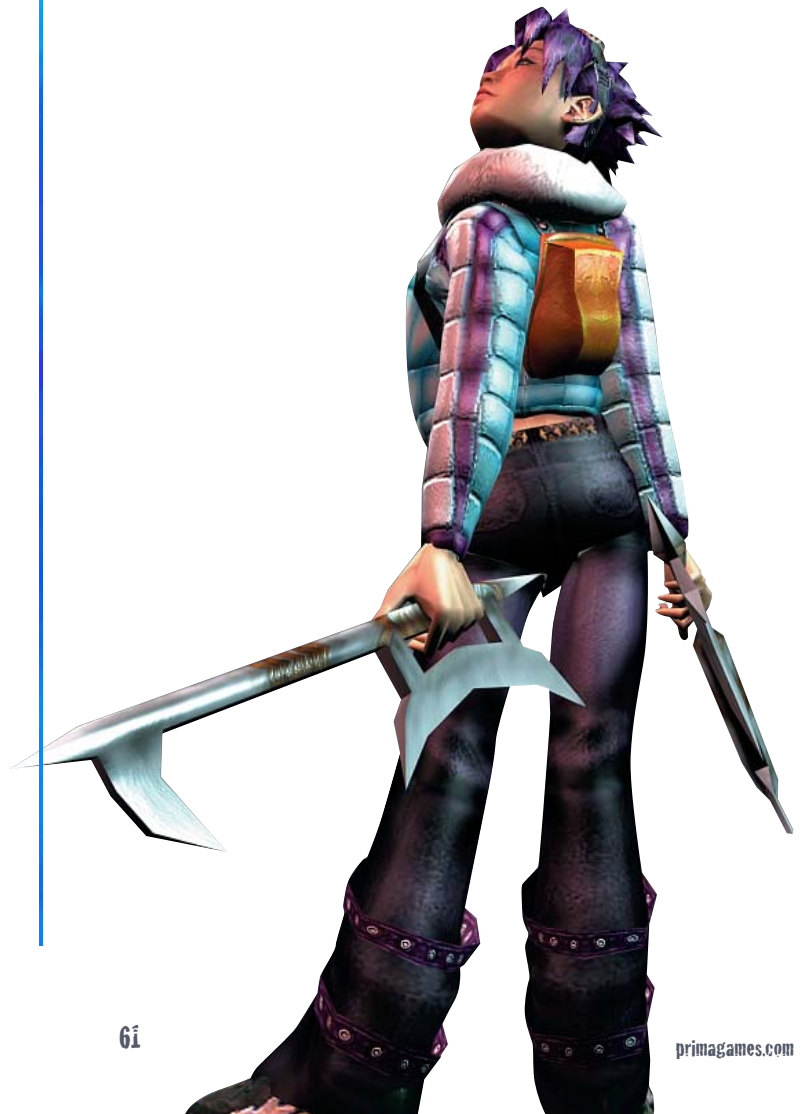
With the tower monster dead, the Werewolf Kin gladly turns over the CDs. Step away from the Werewolf Kin and press **A** to exit the video store.



If you want to kill Fomori and collect powerups, turn right when you leave the video store and work your way back to the beginning of the level.



If you'd rather get out of the catacombs, turn left and walk back down the winding path until you reach a section of broken blacktop with a Rejuvenation Glyph. Follow the path to the right and step on the Exit Glyph (next to the campfire) to finish the level.



Poison Tunnels

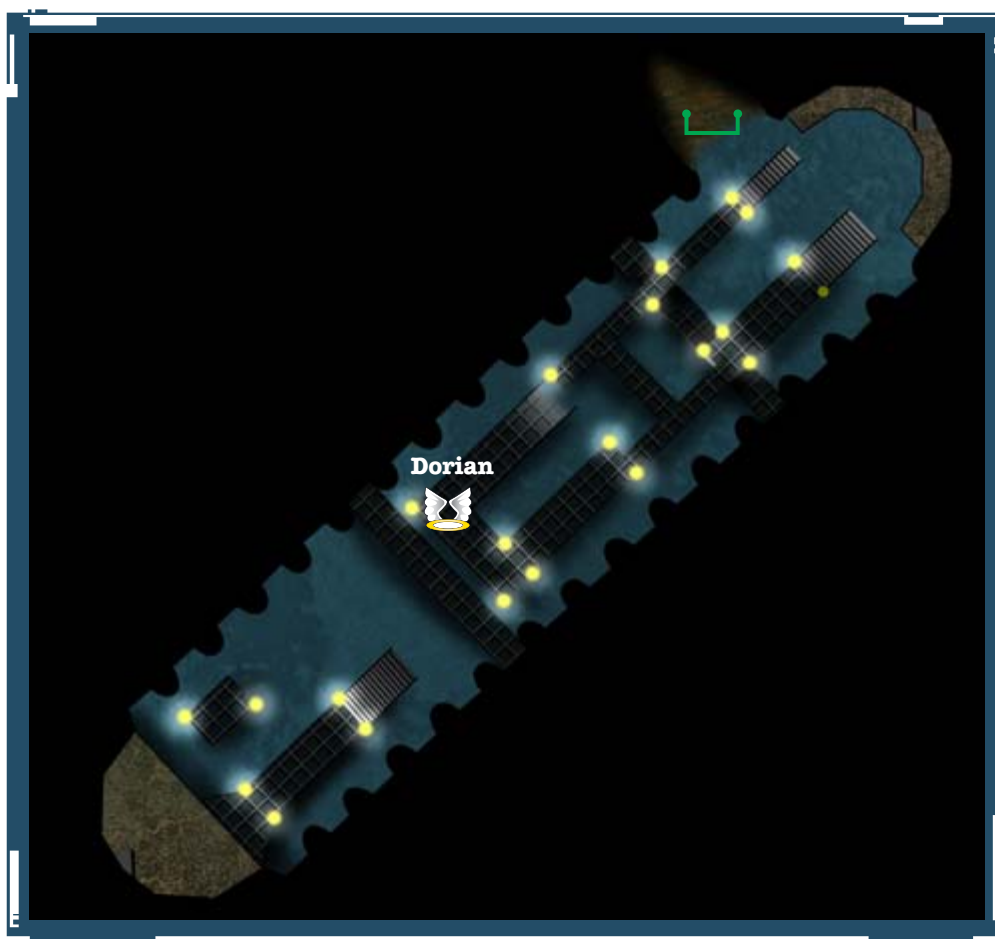
Mission Objectives

- Find Gus to gain access to the control room
- Find Dorian to get the Access Card to shut off the control valves
- Escape the sewers before they explode

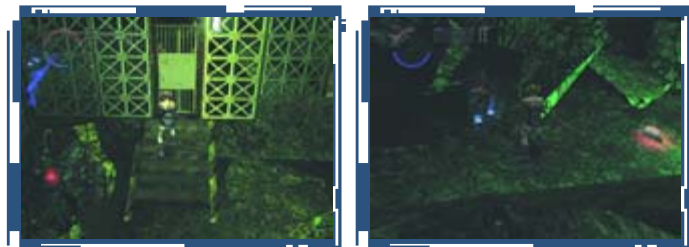
Monsters

- Bane Spirits
- Zombies
- Ghosts
- Skitters

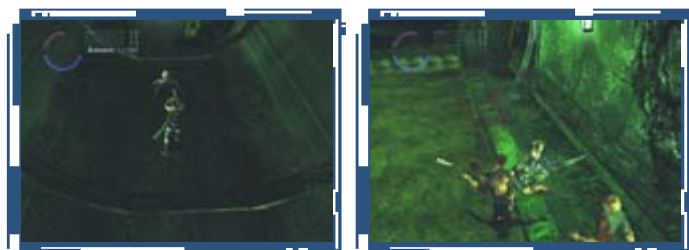




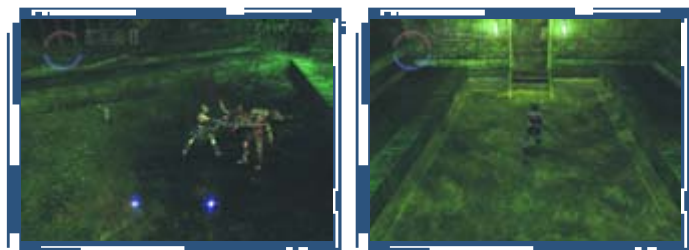
Tunnels



Follow the sewer's path, go through the door, and take two immediate lefts. Fight your way to the tunnel's end, where you find an Innocent holding his own against a Ghost and Zombie attack. He tells you to look for Gus, who will help you find your way into the control room.



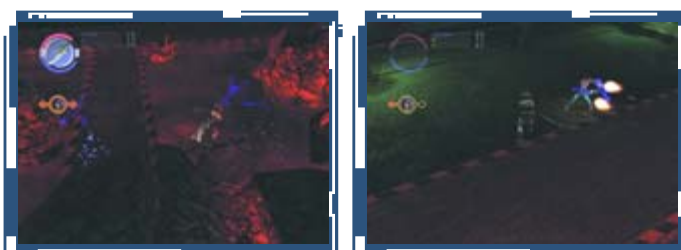
Go back the other way, carving a path through the Zombies until you reach the tunnel's end. Collect the Shotgun, and use your ranged weapon to deflect a frantic Skitter attack. Turn around and enter the large sewer pipe on the right, reloading your weapon for more Skitters.



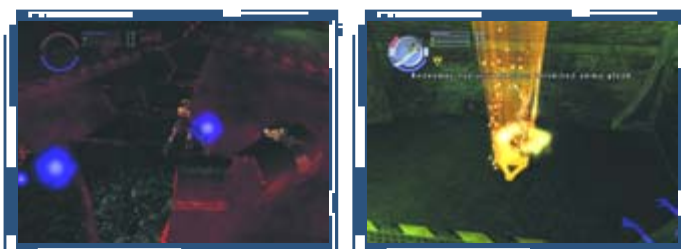
When you reach the next water-filled tunnel, go to the far right and kill the Zombies and Ghosts. Grab a Flamethrower and Machine Gun and step onto the Conviction Glyph. Turn around and walk to the opposite end of the tunnel, exiting through the door.



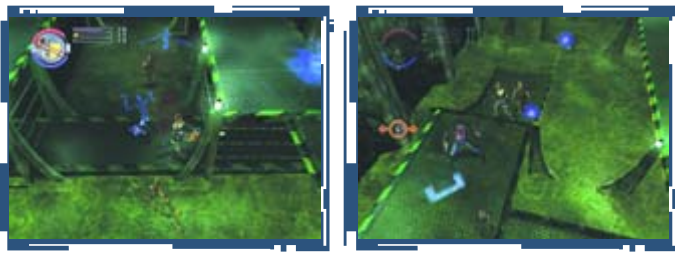
Taint Pools



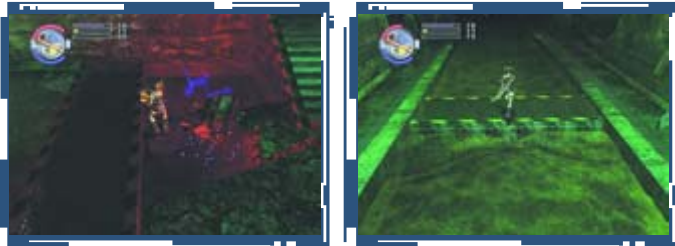
Turn right and walk to the platform's end to find a Machine Gun. Go the other way and walk down the ramp to reach the Taint Pools. Go across the catwalk until you see Gus to the right. Fight your way through the Ghosts, Zombies, and Skitters to collect the control room key from Gus. He tells you that you need to find Dorian to get an Access Card to shut off the valves.



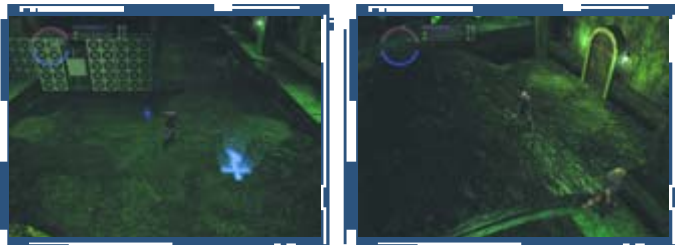
Before leaving in search of Dorian, collect the Chain Saw sitting on a section of broken pipe in the right side of the room. Pump up your ranged weapons with the Unlimited Ammo Glyph to the left of the stairs, climb the stairs, and go through the door to the next room.



Dorian is on one of the ramps above a pool of green water, blasting Zombies with his twin pistols. Use the ramps to reach him and collect the Access Card, which lets you shut off the valves and overload the system. Kill the Zombies before they kill you, then retrace your steps through the tunnels and sewers.



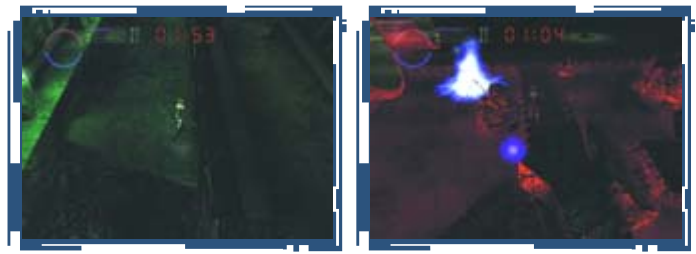
Go through the Taint Pools and exit through the door on the left-hand wall to reach the tunnel. Go to the end and activate the Conviction Glyph. Turn around and exit through the sewer pipe on the left.



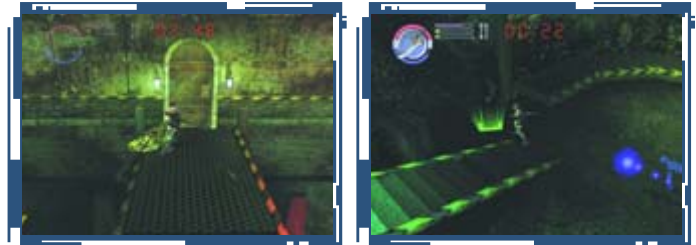
Go to the right when the sewer empties into another tunnel. Fight your way through the Ghosts and Zombies to reach the door to the control room on the room's far right side.



Use the Health Glyph, collect the Shotgun to the right, then use the data terminal to shut off the outlet valves. You have two minutes to exit the tunnels.



Turn left when you exit the control room and left again to reach the Taint Pools. Battle your way through the Bane Spirit as you work your way to the left-hand wall.



Go through the door to reach the room containing the green pool where you first found Dorian. Time is of the essence, so avoid the Zombies as you waded through the water on your way to the other side of the room. The door is the obvious way out, but to beat the clock you must step on the Exit Glyph ahead of and to the left of the door.



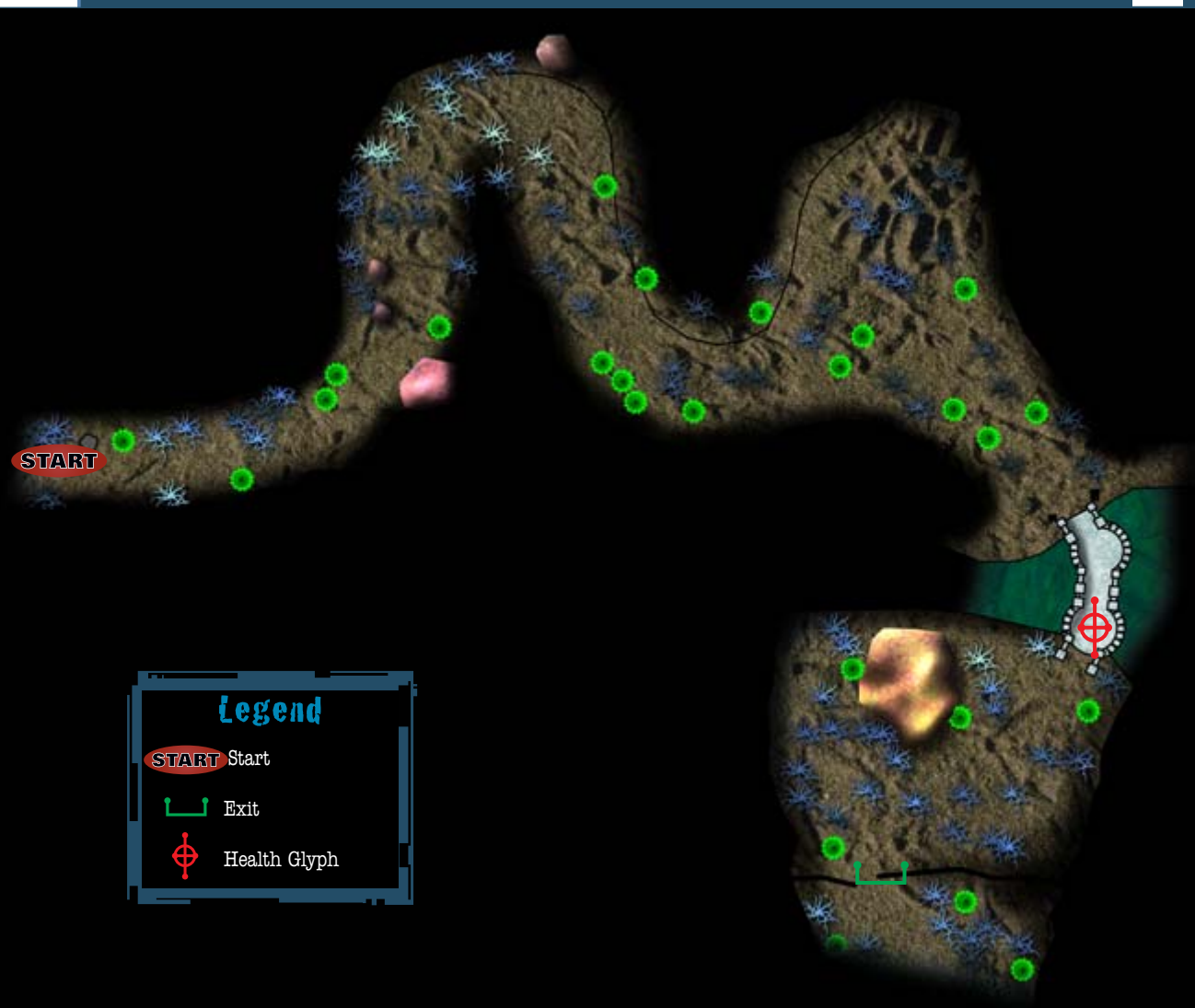
Unholy Alliance

Mission Objectives

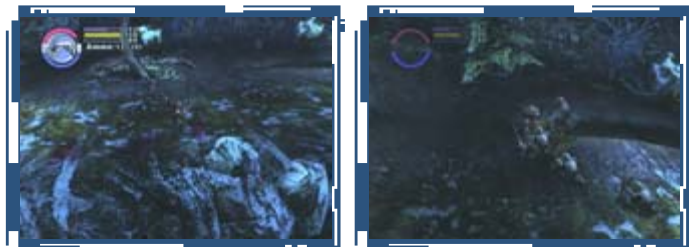
- Fight through the Genefex SWAT teams to reach the Werewolves
- Help Vincent's pack defend the bridge
- Help the lone Uktena Werewolf defend the wall

Monsters

- Fomori SWAT team
- Shield
- Medics
- Commanders



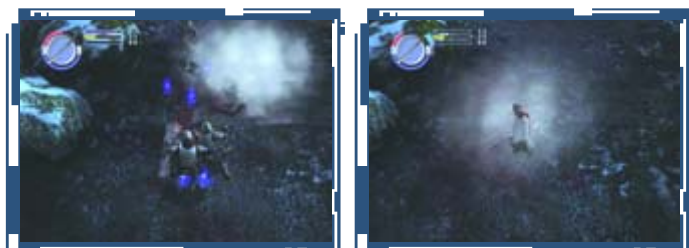
Forest Path



As you move through the forest, Fomori SWAT team members block your way. Use your ranged weapon to clear a path, gathering weapons and ammo as you go. Enemy numbers increase as you advance, so the special ammo powerups (Incendiary and Paralytic) are critical. For now, leave your sword in its sheath and pick off the Fomori at long range.

CAUTION

The Fomori SWAT Shield troops are impervious to most ranged weapons. Don't waste your ammunition unless you have a Rocket Launcher, High-Powered Rifle, or Flamethrower. If you lack these weapons, use your sword or blades and tackle them one at a time. They also swing their shields with deadly accuracy, so strike swiftly.



While engaging the Fomori SWAT Shield enemies, watch out for tear gas canisters. Your Hunter is paralyzed when covered with gas, so try not to get trapped in a cloud.



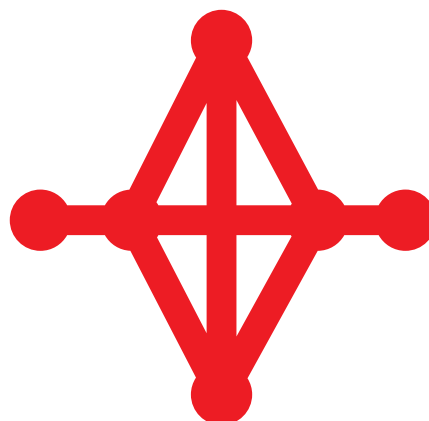
Kill the SWAT Medics as soon as possible to prevent them from healing their cohort.



Still more Fomori SWAT troops attack as you move closer to the bridge. Use the grassy hillside on the right to get a better angle on your enemies. The trees also provide valuable cover.



If you don't already have one, look for a Machine Gun after passing a small snowdrift on the left.





Just after the path turns left, you receive a Bonus Continue Award (if you're still breathing). A message informs you that Vincent's pack (the brown Werewolves) need help securing the bridge.

The Bridge



Continue along the path until you find Vincent battling two blue Werewolves. Kill them and collect the Poison Ammo as two more blue Werewolves attack. Destroy them to earn another Bonus Continue. Another message tells you to proceed to the outskirts of the forest.



After collecting Poison and Incendiary Ammo, follow the path to reach a bridge that is heavily guarded by Fomori SWAT Shield troops. Break through the line and continue across the bridge, where you encounter more Fomori. Stop at the Health Glyph and then continue across the bridge.

The Wall



Now make your way to the wall, where a lone Uktena Werewolf is making his last stand. Follow the path (slightly to the right) to encounter another blue Werewolf. The path ends at the wall, where three more blue Werewolves attack.



Move through the trees to the right to find a Uktena Werewolf, who is battling still more blue Werewolves. Help him clear the area, and then continue to the Exit Glyph by a cluster of square stones.



To Save a Monster

Mission Objective

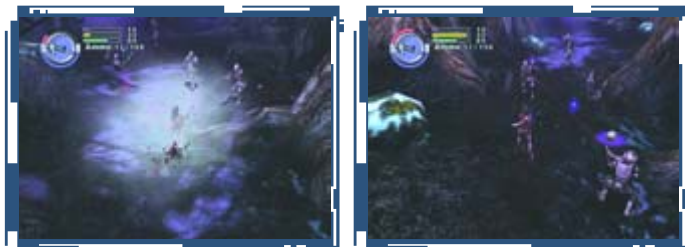
- Fight the SWAT forces in the forest to reach the Sacred Grove

Monsters

- Fomori SWAT troops
- Medics
- Commanders



Winding Path



The previous level was a romp in the woods compared to this one. You begin in a forest clearing, surrounded by enemy fire (including tear gas). Although the opening path is wide, there are no safe havens on either side, so spray fire from your Machine Gun (if you have one) to soften the onslaught.



CAUTION

A steady stream of Fomori SWAT troops rappels from the treetops, so don't stand in one spot for too long. When you advance, chances are that more enemy troops materialize behind you, so get in the habit of firing in a 360-degree pattern until the area is clear.



The path narrows dramatically as you advance past a large, hollowed-out tree on the right. The Fomori SWAT forces keep coming; there is no place to hide. Keep firing as you avoid the tear gas clouds. Look for Poison, Paralytic, and Incendiary Ammo. The Paralytic Ammo is extremely useful in a crowd, because you can freeze an entire squad and then knock each one to the ground with a single blow.



Use the trees and tree trunks for cover as you move from side to side.



Tip

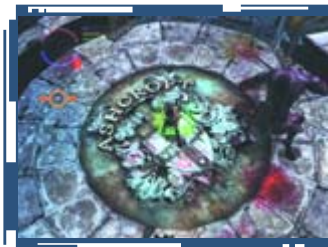
Don't worry about spending bullets; you find plenty of Machine Gun ammo as you move through the forest.



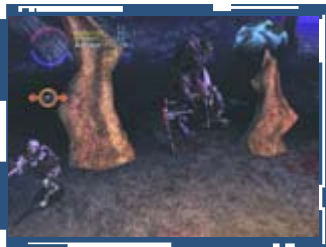
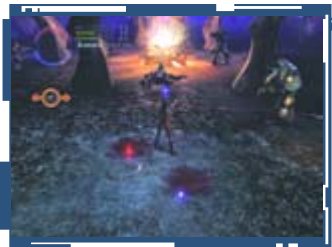
When you see a campfire in the distance, get ready for a new enemy. Two lumbering but powerful blue Werewolves attack. Rather than take them on in the open, run back down the path between two large boulders. The opening is too narrow for both Werewolves to come through together, so you can pick them off one at a time.



The Bridge



You need to fight your way through the campsite, where more Werewolves and rappelling Fomori SWAT troops converge on your Hunter. Use the tall rocks surrounding the campfire to your advantage to kill off the blue Werewolves.



As you approach the campfire, Vincent urges you to advance over the bridge to the Sacred Grove. But he stays behind to fight, so don't put your guns away just yet. Stick close to Vincent as he mops up the remaining Fomori, and then bear to the right and follow the path to the bridge.

Several Fomori SWAT troops drop to the bridge, but they are not heavily armed. Sweep them from the bridge, collect the Incendiary Ammo and Machine Gun, and proceed to the Exit Glyph to end the level.

To Save a Monster



Dark Champion

Mission Objective

- Defeat the Werewolf boss

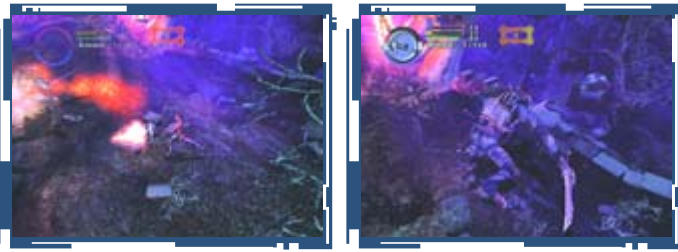
Monsters

- Werewolf boss

Legend

START Start





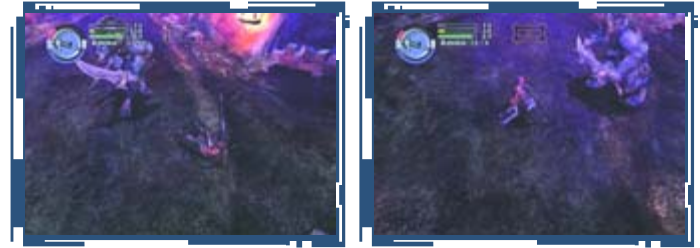
The objective is simple here, but the solution is not. As you enter the ring, the Werewolf boss advances on your Hunter, unleashing Balefire and Fire Breath from a distance. Stay away from the initial flame attack and keep up a steady rain of Machine Gun fire.



The Werewolf boss loves to nail your Hunter with Fire Breath, and then close in for a biting and clawing session. It happens quickly if you stay in one place. Jump away when you are cornered.



Fire your Machine Gun into the belly of the beast to destroy the Werewolf boss. Fire for as long as you can until the Werewolf starts moving, and then run away.



Getting knocked down isn't always a bad thing, especially if the beast sends you out of Fire Breath range. Hop up and keep firing until the Werewolf boss' health meter runs dry.



Old Town



Mission Objective

- Collect 12 explosive charges on the bridges

Monsters

- Fomori SWAT troops
- Fomori Throwback
- Footsoldiers
- Bladebeasts; machine monsters

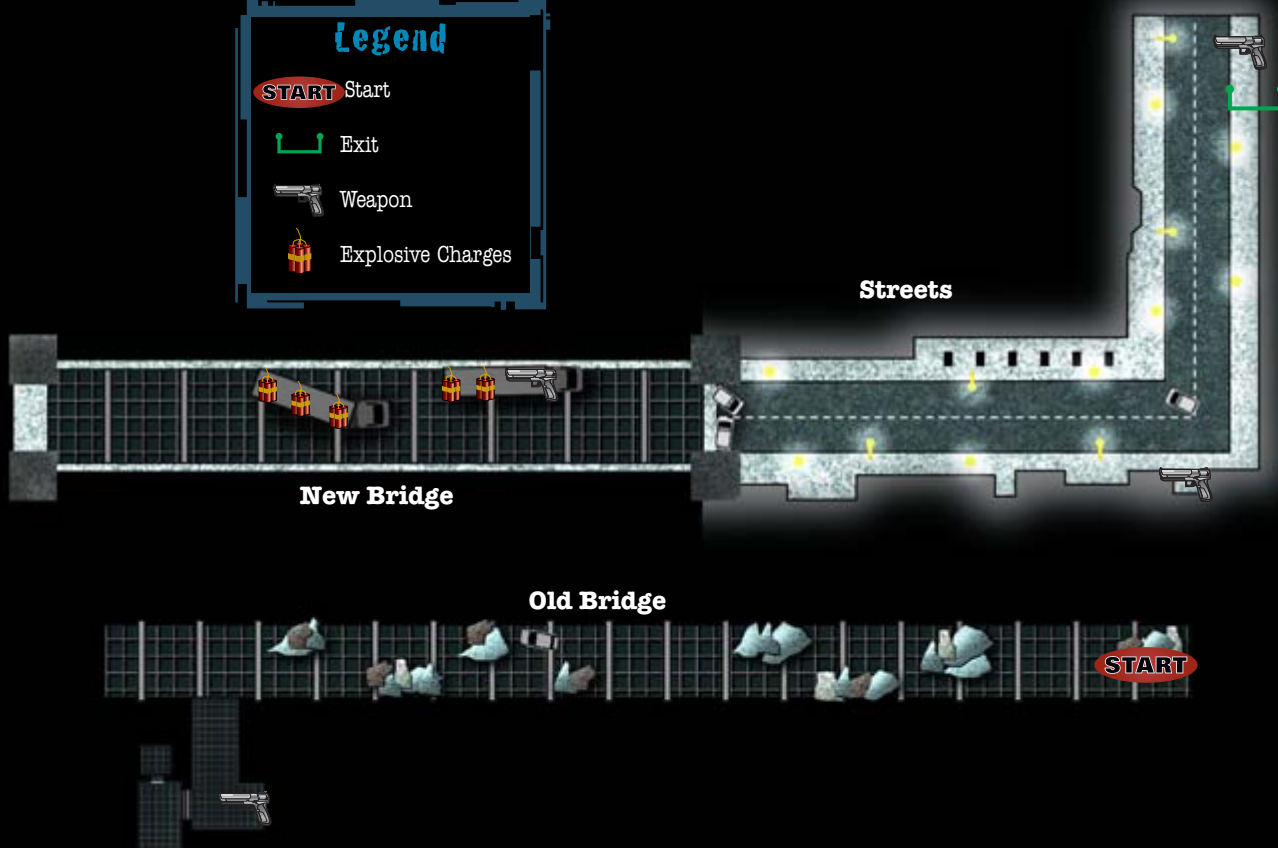
Legend

START Start

Exit

Weapon

Explosive Charges



Old Bridge



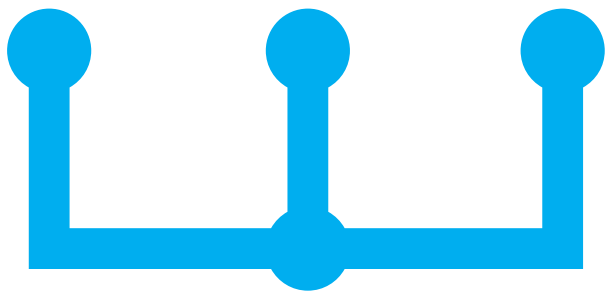
Your Hunter begins on an old bridge strewn with abandoned cars and broken chunks of concrete. A couple of Fomori Footsoldiers present only a minor inconvenience, but they are quickly followed by a much tougher Bladebeast that slashes up close, and heaves its blades from a distance.



Defeat more Footsoldiers to collect Paralytic and Incendiary Ammo.



Look for another Bladebeast as you pass a wrecked car and trash can fire. You can also expect more Fomori Footsoldiers attacking from the rear; backtrack every so often to prevent an ambush.



The Footsoldier attacks become much heavier as you pass another fire on the left.



Look for a catwalk on the left that takes you across to the new bridge. If you miss it, you can only continue for a short distance before reaching a dead end.



Grab an Assault Rifle and then follow the stairs up to the new bridge.

New Bridge



As you near the top of the stairs, look out for a tear gas barrage from a pair of SWAT Fomori. When you finally reach the bridge, a Fomori Throwback makes your life temporarily miserable, especially if you cannot avoid the Shockwave attacks. Kill the Throwback to collect a shiny new Chain Saw.



Work your way to the right across the bridge. As you approach a big 18-wheeler, look for rappelling SWAT troops in great numbers. They leave a wealth of ammo when they die; don't leave the area until you collect every last item.



Collect an explosive charge at the foot of the truck ramp, and three more inside the open trailer.



More SWAT troops are waiting on the other side of the truck. Sweep them off the bridge and collect enough explosives for the next level (you receive confirmation when your inventory is sufficient). The second trailer has two more charges, but you can find enough on the ground if you kill all the SWAT Fomori.



Tip

Look for a Rocket Launcher on the left side of the bridge as you approach the staircase.



Still more SWAT Fomori troops block your path as you approach the end of the bridge. Eliminate the soldiers to collect Poison and Incendiary Ammo and a Machine Gun. Blow up the vans at the roadblock just for grins, and continue down the street where a band of Footsoldiers joins the battle.

Street to Genefex



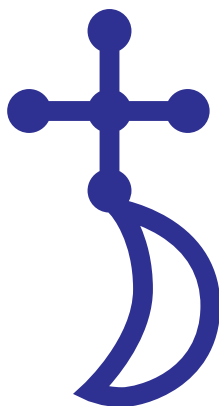
Watch out for a Fomori Throwback hiding behind some large pillars on the right.



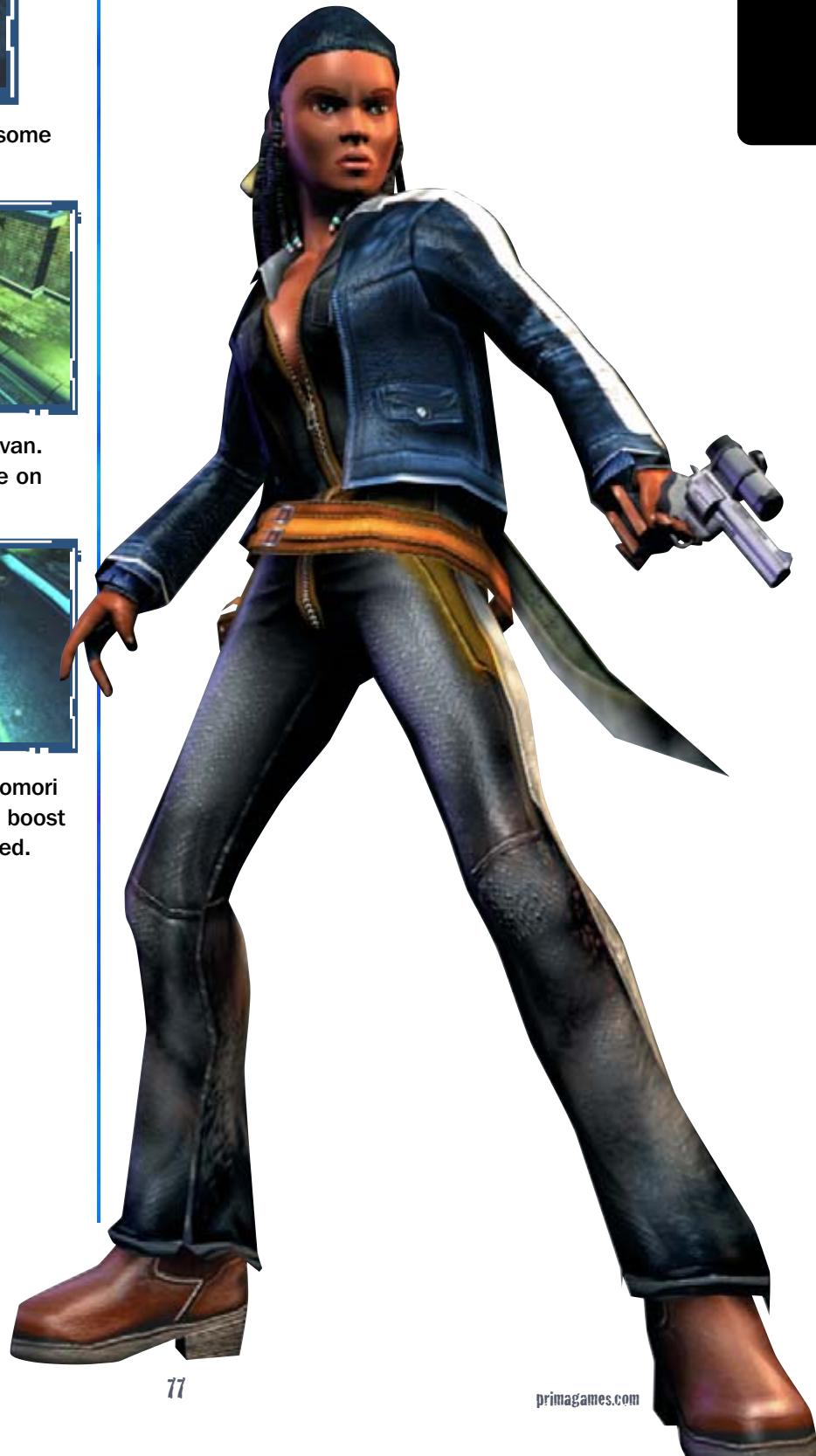
Continue down the street until you reach a black van. Battle the Throwback and then slip into the alcove on the right to find a Flamethrower.



Continue your trek to Genefex and carve up the Fomori Footsoldiers along the way. This is a good time to boost your Melee score, because the Fomori are unarmed.



Collect a Combat Shotgun at the end of the street on the right, and then step on the Exit Glyph to complete the level.



WAO.T.PLO

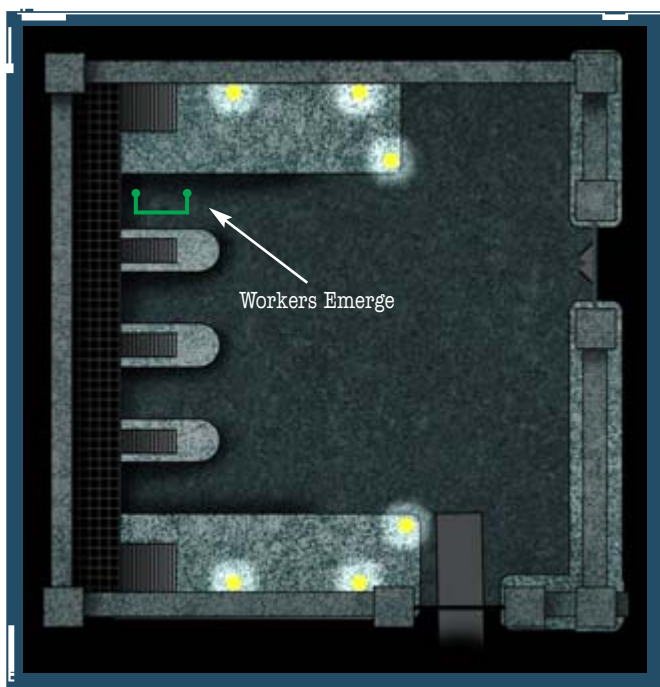
Courtyard Massacre

Mission Objectives

- Stop Genefex Security from exterminating innocent workers
- Stop Genefex workers from loading toxin onto a truck

Monsters

- SWAT Fomori
- SWAT Shield Fomori
- Footsoldiers



Legend

- START** Start
-  Exit
-  Weapon



Area 1



The SWAT soldiers fire at the workers as they reach the gates, so be quick. You may not be able to save everyone, but if you stay near the gates and keep the losses down, you complete the first objective.

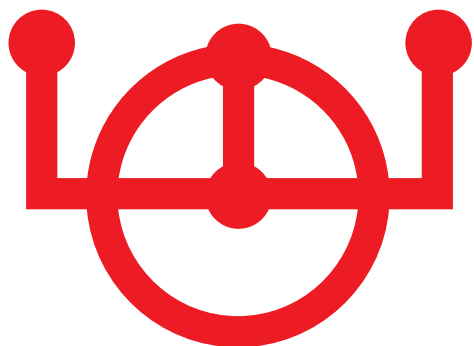


Remember not to stray too far from the gates, because SWAT reinforcements rappel into the yard in a steady stream.

Area 2



After saving the workers, go to the gates on the other end of the yard, opposite the front gates. Take your time and wipe out the SWAT troops and Fotsoldiers blocking your path (you don't start on your second objective until you go through the gates into the next yard).



Tip



For a large cache of weapons and ammo, load your ranged weapon and check out the park area to the left of the wide stairs leading to the Genefex building. A large force of Fotsoldiers and SWAT Fomori responds, but if you can weather the storm, you will load up your inventory before entering the next yard.



When you step through the gates, you walk into a firestorm. The yard is crawling with SWAT Fomori (some with shields), and they are all bent on keeping you from disrupting the shipment of toxin.



The yard offers plenty of ammo to grab, but keep your eye on the far loading bay on the right. This is where the first of three toxic shipments appears. Look for a glowing yellow worker who makes a dash across the yard to the open trailer on the other side.

HUNTER THE RECKONING REDEEMER

Prima's Official Strategy Guide



Shoot your way through the sea of SWAT troops and take out the first toxic worker.



The next yellow worker appears in the same bay, but this time the SWAT Fomori unleash a torrent of tear gas canisters in your direction. Keep tabs on the worker's location as you gather bushels of Incendiary, Paralytic and Poison Ammo and several Machine Guns (it all comes in handy on the next level). Take out the second toxin shipment; look for the third and final one appearing in the same location.



Destroy the final shipment and then clean up the yard, gathering as much ammo as your inventory allows. When your bags are full, go to the Exit Glyph located in the first loading bay (where the yellow workers appeared).



Scorched Earth

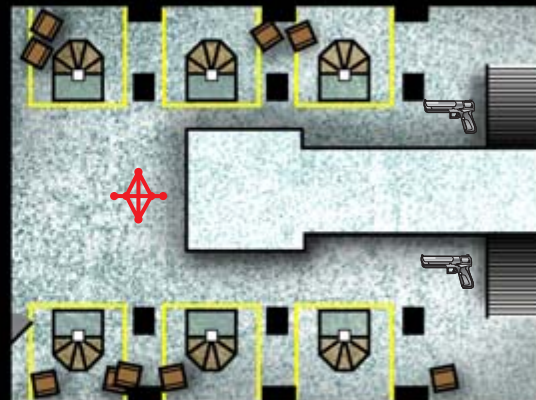


Mission Objective

- Destroy all six Toxin Vats in the warehouse

Monsters

- Fomori Footsoldiers (regular and with Shotguns)
- Fomori Medics
- Fomori Throwbacks
- SWAT Fomori
- SWAT Medic Fomori
- SWAT Commanders
- Bane Spirits
- Bladebeasts



Legend

- START Start
- Rejuvenate Glyph
- Weapon

HUNTER THE RECKONING REDEEMER

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Legend

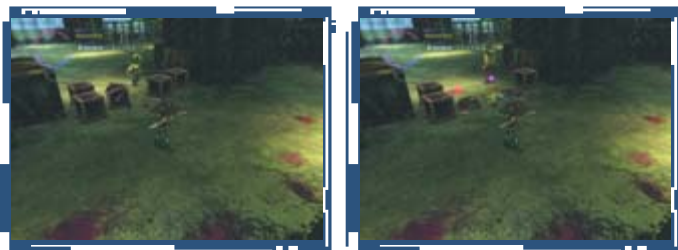
-  Exit
-  Rejuvenate Glyph
-  Conviction Glyph
-  Weapon
-  Ammo



Loading Area



Fomori guards hang around the loading docks as you begin this level, so there is no time for sightseeing. There are only a few SWAT Fomori, but reinforcements drop down after the battle begins, so watch out for laser sights.



Collect the Machine Gun and Incendiary Ammo left behind in the loading area, and then look for a cluster of small boxes on the left side of the room. You have a choice of shooting the boxes and letting the Fomori and Bladebeasts stream in, or standing back and picking them off from long range.



More SWAT Fomori, Footsoldiers, and Bladebeasts attack when you move past the destroyed boxes to the next area.



When the dust settles, collect Paralytic and Incendiary Ammo, go back to the loading area, and turn left to find the door to the access room.

Access Room



When you step into the room, you catch a glimpse of the Werewolf boss, the same big guy you defeated after helping Vincent and his clan in the forest. He is watching you from a raised platform to the right, hoping you step inside the ring. For now, focus your attention on the Fomori Footsoldiers and Bladebeasts hanging around on the floor.



After clearing out the gym rats, step back and lace into the Werewolf with your ranged weapons. When he is sufficiently weakened, go up the stairs on the far side of the room and finish him off in the ring. Or you can continue firing from afar until he drops.

HUNTER THE RECKONING REDEEMER

Prima's Official Strategy Guide



When you get within range on either side of the ring, the Werewolf boss displays his formidable ranged weapons, Balefire and Fire Breath.

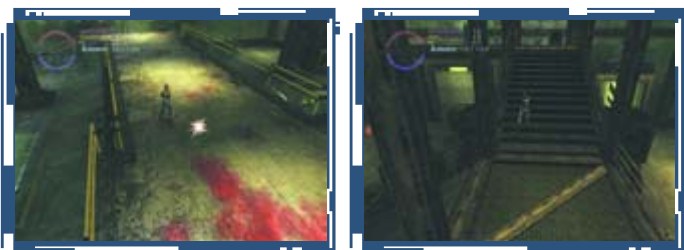


If you decide to punch it out at close range, get ready for plenty of clawing and biting.



Tip

If you take too many hits from the Werewolf, go to the Rejuvenation Glyph in front of the ring for a full recharge. Don't worry, the Werewolf only chases you to the stairs.



Keep pounding away at the Werewolf until his health meter is blank. When the monster falls, collect the key and return to the loading area.



Go up the stairs to reach the catwalk, and use the key to open the door on the far wall.

Catwalk



This room houses the controls for the toxin vats bubbling below the catwalk. Use any weapon to destroy the control panels at various points along the railings. The Bane Spirits, Footsoldiers, Bladebeasts, and SWAT Fomori attack your Hunter furiously all along the catwalk, so don't wander around destroying controls until you gain a little breathing room.

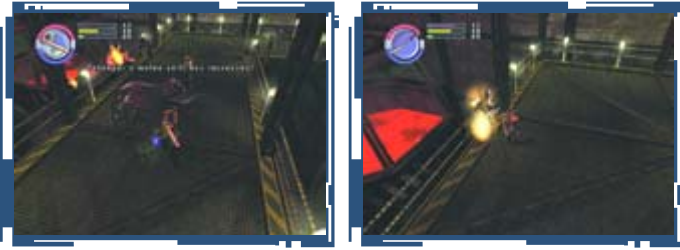


Tip

Bane Spirits get our vote as the most annoying creatures in the game. Ranged weapons work, but it can be difficult to hit a constantly moving target. Our choice for Bane bashing is the Chain Saw. Crank it up and swipe your way around the catwalk. You probably destroy a few of the tank controls without even trying.



Don't forget to pickup the High-Powered Rifle and Incendiary Ammo in your travels around the catwalk.




After destroying all the controls and Fomori stragglers, go through the door on the opposite end of the catwalk from where you first entered the room.

Inner Warehouse and Master Vat



Footsoldiers and SWAT Fomori attack you in the inner warehouse. Kill everything to make sure you collect a key to the master vat room. If necessary, use the Health Glyph to keep breathing long enough to accomplish your task.



Tip

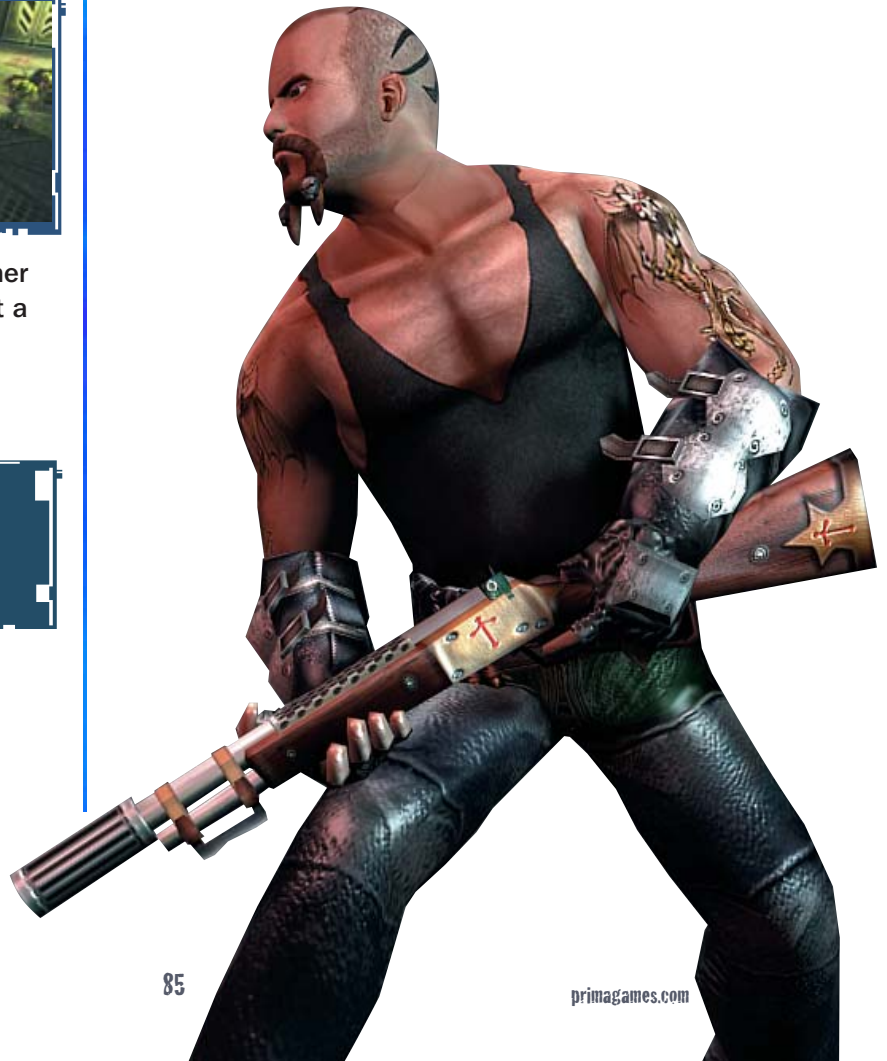
Look for a Shotgun and Machine Gun in opposite corners of the inner warehouse.



Go through the door near the Health Glyph to reach the master vat room. Bladebeasts, Bane Spirits, Footsoldiers, and SWAT Fomori are not happy about you being so close to the control center. The Bane Spirit attack is just short of overwhelming. Get used to seeing your Hunter on fire for most of this sequence as the Bane Spirits lob one fireball after another.



After finishing off the last Bane Spirit, walk up the stairs and destroy all five data terminals to shut down the master vat once and for all. Go back down the stairs, turn right, and step onto a well-earned Exit Glyph to finish the level.



Assault on Genefex

Mission Objectives

- Stop five possessed Genefex employees from leaving the building
- Find a way into the elevator

Monsters


- SWAT Fomori
- Fomori Throwbacks and Footsoldiers
- SWAT Medic Fomori
- SWAT Commanders

Office

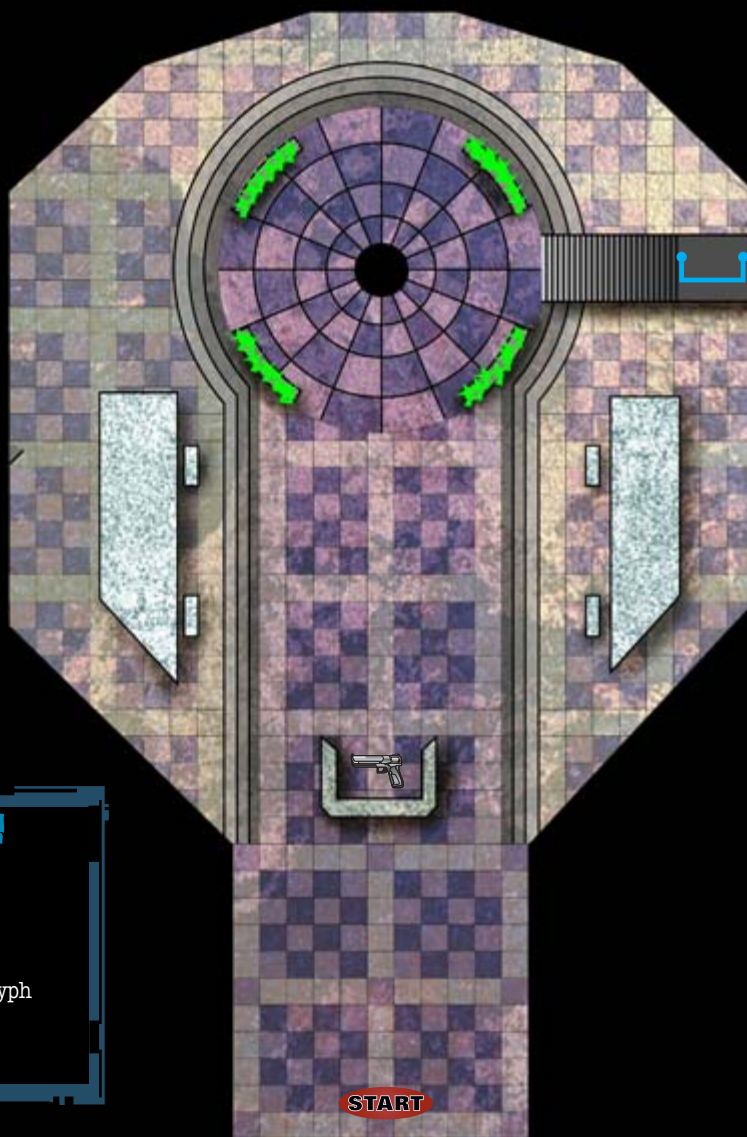
Legend

START Start

 Exit

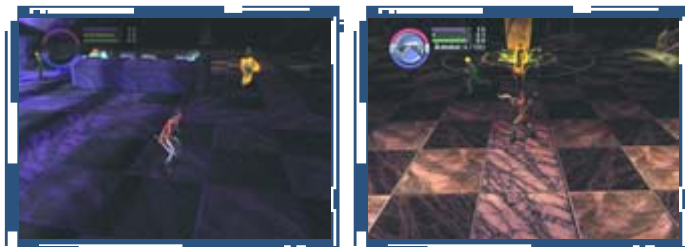
 Passage Glyph

 Weapon





Ground Floor



You begin just inside the front doors to the Genefex building in a vast lobby. Stay in front of the information desk and look for possessed (glowing yellow) employees trying to leave the building.

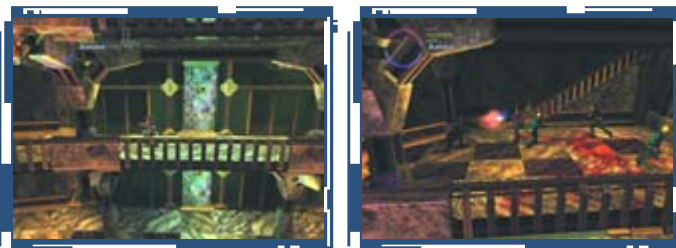


SWAT Fomori rappel into the room to help the escaping employees. For added firepower, look behind the information desk for a Machine Gun.

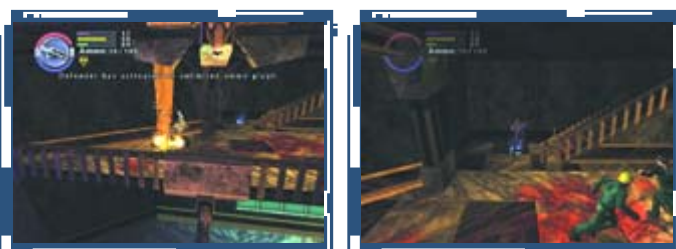


After destroying five possessed employees, walk to the far right corner of the room, stop on the Armor Glyph, and then climb the stairs to the second floor. Look for two more possessed employees heading for the stairs, aided by more SWAT Fomori.

Second Floor



Work your way around the balcony to the left, past the elevator (which is not working), and kill more SWAT Fomori to recover a Machine Gun.

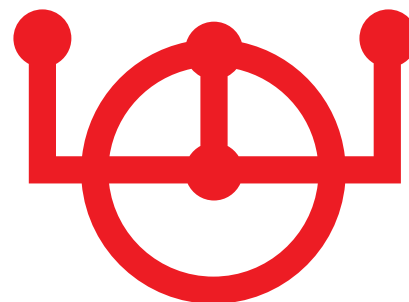


You'll encounter more SWAT Fomori as you approach the staircase on the far left. Stop at the Unlimited Ammo Glyph and then proceed up the stairs to the third floor.

Third Floor



You put your unlimited ammo to good use if you walk to the right, where a Fomori Throwback blocks your path. When the big guy falls, clear out the remaining Footsoldiers and collect a Machine Gun.





Continue to the right and take out another Throwback and a collection of Footsoldiers and SWAT (including a Commander). Try the door at the end of the balcony. It won't open, but there is a key somewhere on this floor.



Turn around and follow the balcony all the way to the left, where you find more Footsoldiers and SWAT troops, and two Machine Guns.



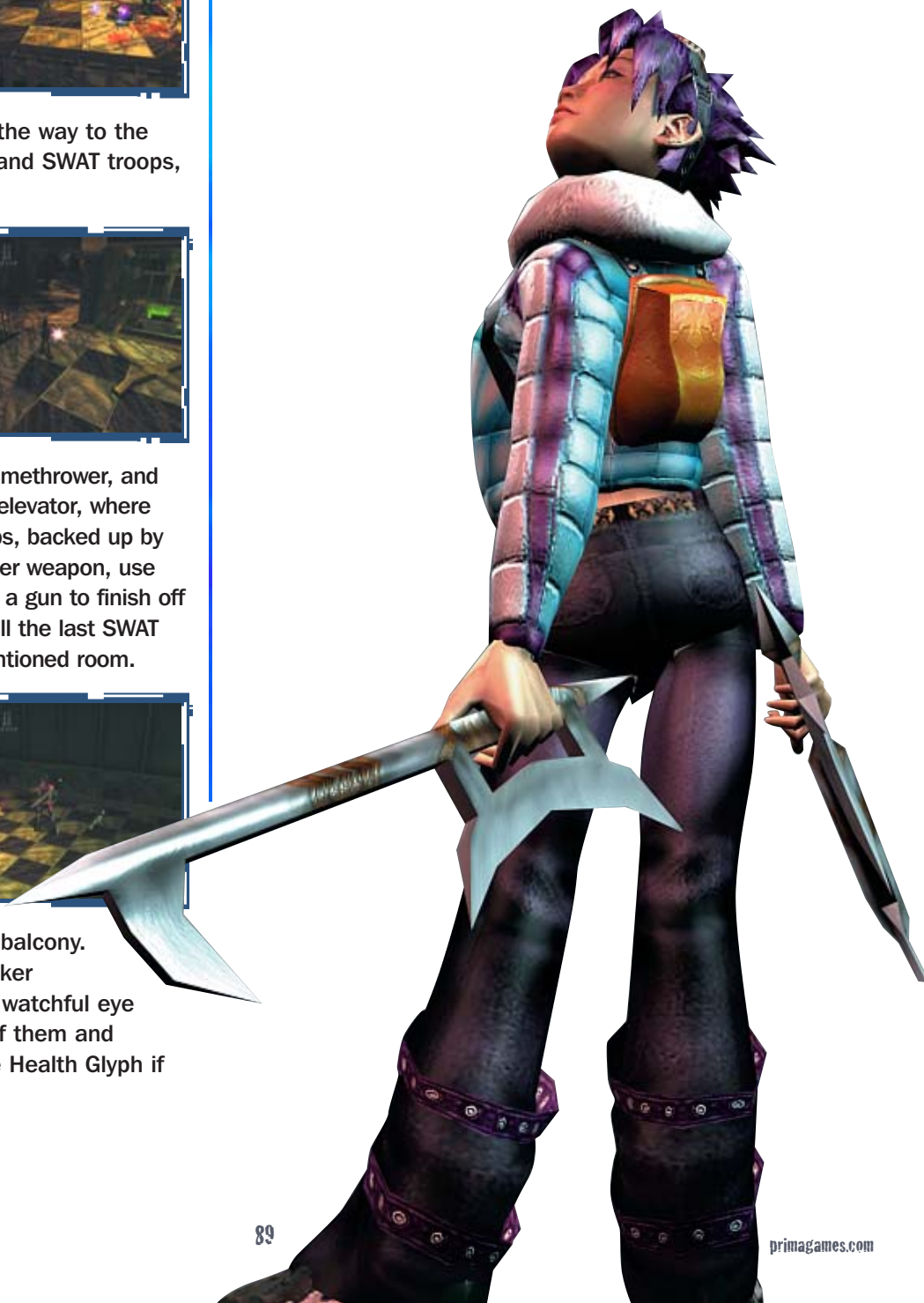
Arm your Hunter with a Chain Saw or Flamethrower, and go back around to the other side of the elevator, where you encounter SWAT Fomori Shield troops, backed up by more SWAT forces. If you don't have either weapon, use your sword to eliminate the Shields, and a gun to finish off the remaining SWAT troops. When you kill the last SWAT officer, you collect a key to the aforementioned room.



Go back to the room at the end of the balcony. As you enter, you see a possessed worker destroying some documents under the watchful eye of a SWAT Commander. Destroy both of them and collect the High-Powered Rifle. Use the Health Glyph if you need it.



Go back around the elevator and shatter the glass near the elevator cables. Jump into the elevator shaft and step onto the Exit Glyph to complete the level.



Gauntlet

Mission Objective

- Survive in the elevator for 3:00 minutes

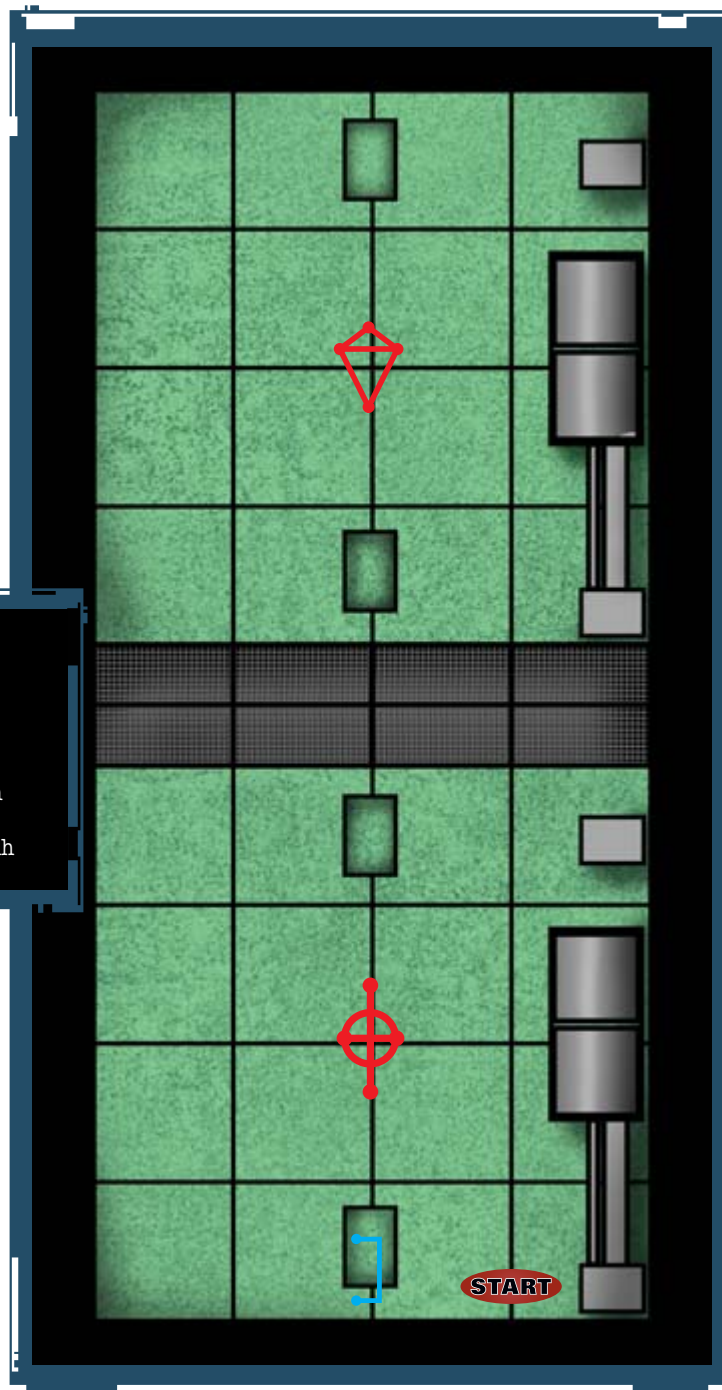
Monsters

- Fomori Footsoldiers
- Fomori Throwbacks
- SWAT Fomori
- Skitters
- SWAT Fomori
- Fomori Medics



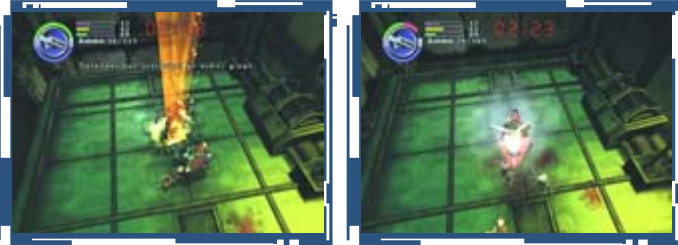
Legend

- START** Start
- Exit
- Health Glyph
- Armor Glyph





This is the **Redeemer** version of a Texas Chain Match. You are trapped in the elevator with countless enemies who keep coming. All you need to do is stay alive for three minutes. Piece of cake.



The two biggest threats to your existence are the Throwbacks and Skitters. The damage they inflict is deadly. Avoid them as much as you can in the tight quarters.



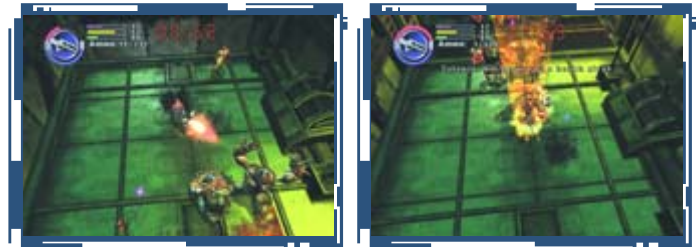
Your best defense against Skitters is to shoot them before they explode. When you are near the Health Glyph, you can sacrifice your Hunter's body and let the little nasties explode, taking several of their closest friends with them.



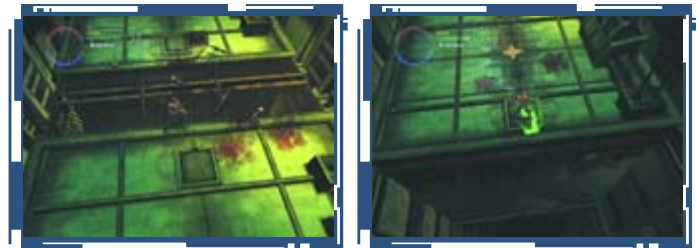
To survive the Throwbacks, keep jumping away from them. This is the only way to avoid the Shockwave attacks that knock your Hunter to the ground.

Doing the Throwback Two-Step

1. Run to one side of the elevator, turn, and fire with your strongest ranged weapon.
2. Keep firing until you see the Throwbacks, and then immediately run and leap over them to the other side of the elevator (before they start using Shockwave). Turn and resume firing. Repeat.



As you run back and forth, gather ammo to keep your guns firing. Stop at the Health and Armor Glyphs when you can, but be careful not to get trapped by the Throwbacks while you are energizing.



When the timer counts down to zero, step on the Exit Glyph (near the Health Glyph) to leave this mayhem behind, or, if you like the action, keep shooting and leave when you are alone in the elevator with tons of weapons and ammo.



The Betrayal

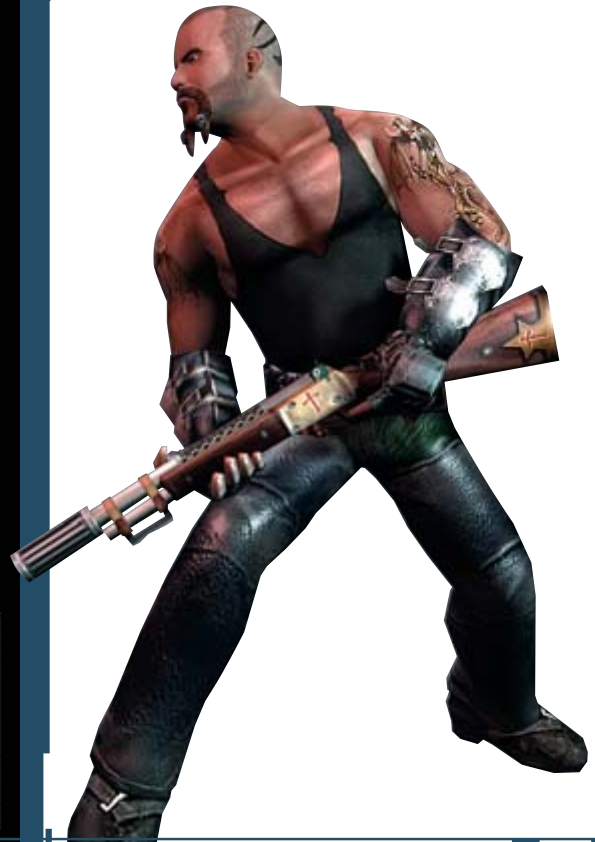
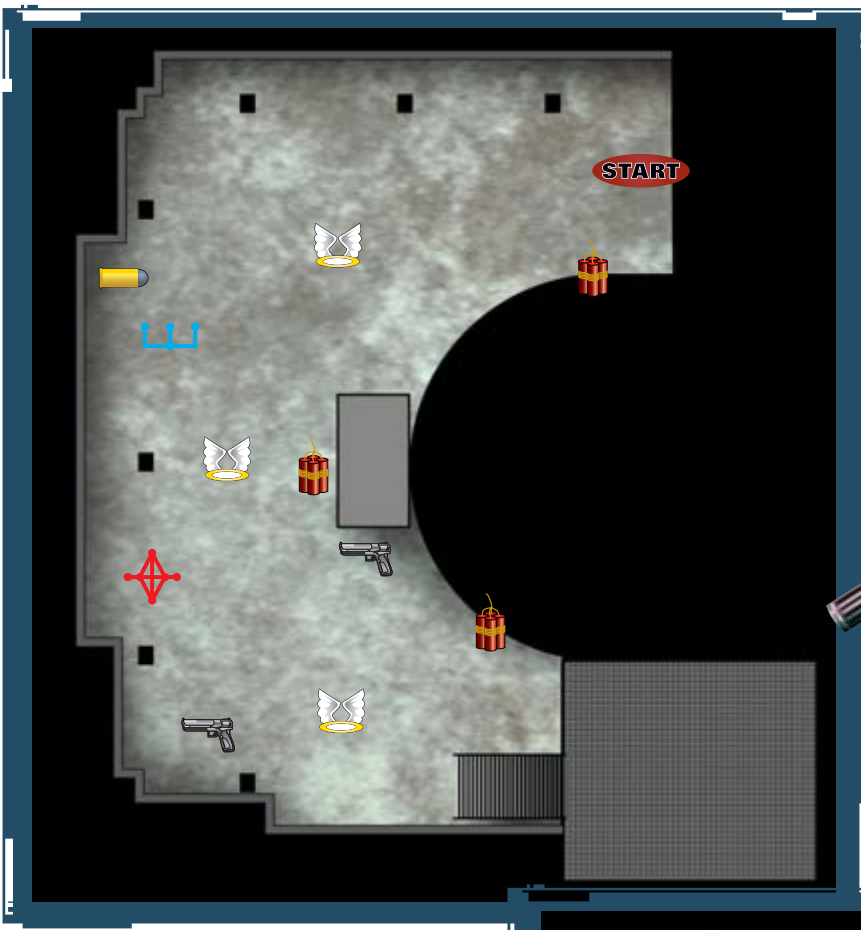
Mission Objectives

- Free all eight Innocents before Lucien destroys them
- Set twelve explosive charges in specific locations around the roof

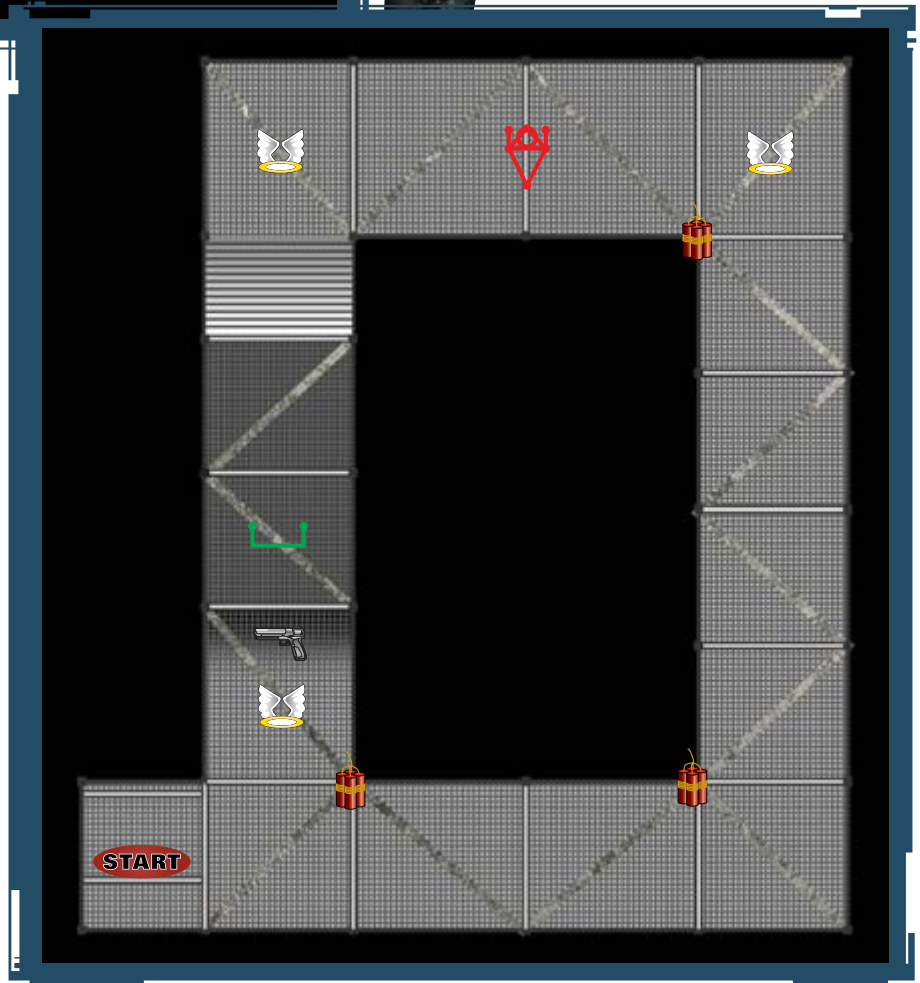
Monsters

- Fomori Footsoldiers
- Fomori Shotguns
- Fomori Medics
- SWAT Fomori
- SWAT Shield
- SWAT Medic
- SWAT Commanders
- Bane Spirits
- Bladebeasts
- Throwbacks





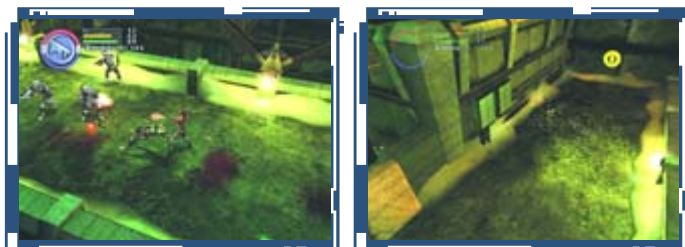
Legend	
	Start
	Exit
	Conviction Glyph
	Rejuvenate Glyph
	Unlimited Ammo
	Innocent
	Weapon
	Ammo
	Armor Glyph
	Explosive Charge



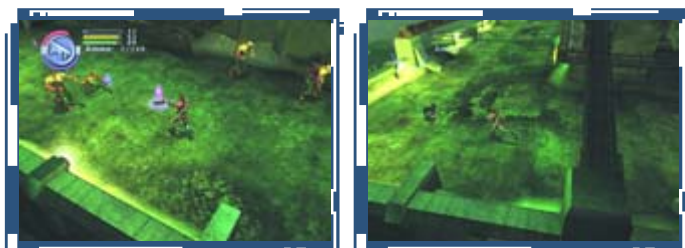
Outer Walkway



After Lucien demonstrates how quickly he can dispose of Innocents, your job is to free eight bound Innocents in various locations on the roof. Along the way, you must also place twelve explosive charges in marked locations. The first one is to your right at the beginning of the level.



SWAT Fomori are the first enemies on the scene. Eliminate the small squad and collect a Machine Gun. Continue along the path, destroy some Footsoldiers, then set the second explosive in the alcove to your right. You can also pick up a Machine Gun if your weapons inventory is not full.

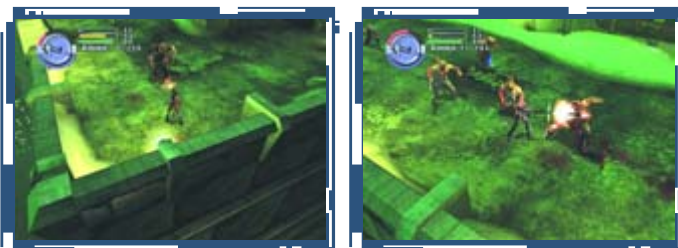


The resistance increases dramatically in the next section as Fomori Footsoldiers swarm to your Hunter. As you approach a large exhaust fan on the right, you receive word of the first bound Innocent just ahead. Free him, set another charge at the building's edge, then continue around the corner.

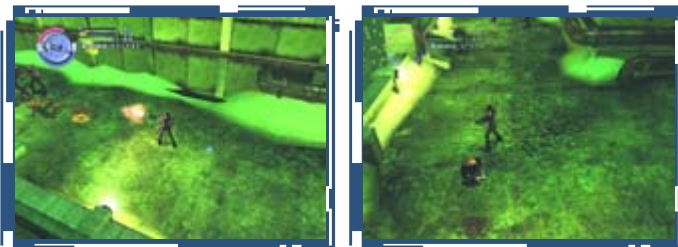


Tip

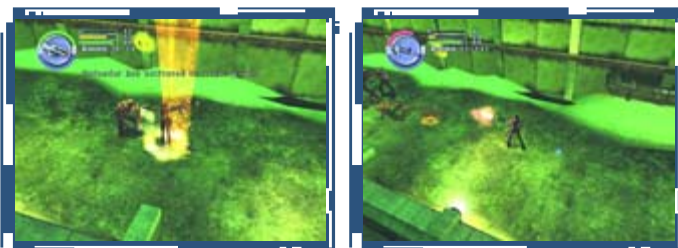
Free the Innocent before engaging your enemies, because Lucien's attack can occur at any time.



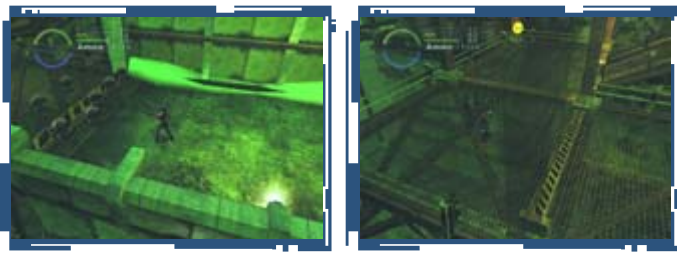
As you turn the corner, you encounter your first Throwback. These beasts are powerful, but slow. Run ahead, then turn around and fire.



Another Innocent is trapped at the next corner, just beyond an explosive charge point on the right-hand wall. You have plenty of time to set the explosive, then free the Innocent. A Throwback may cause a temporary delay, but don't feel compelled to stay around and fight it. You can free the Innocent and continue around the corner.



Another charge point is around the corner on the right, near an Armor Glyph. Stepping on the Glyph helps you survive the Throwback and Footsoldier attack.



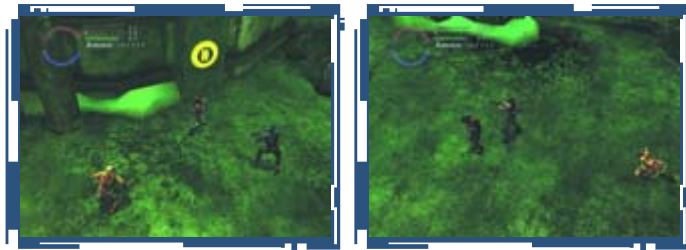
The next Innocent is just ahead, but you must hurdle a squad of SWAT Shield Fomori. Don't waste time with the Shield squad. Instead, leap over them, free the Innocent, and continue around the corner to set another charge.



Tip

Pick up the Flamethrower near the charge point. If you hate SWAT Fomori Shield as much as we do, go back and roast them before continuing up the ramp.

Central Area



After reaching the upper level, set another explosive charge on the left, then continue to the Innocent ahead. You must save four more Innocents, including one around the next corner, to the right of a charge point (four to go).

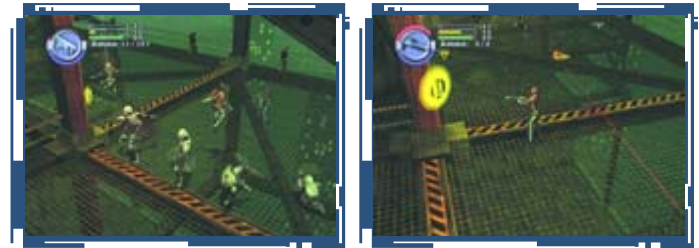


After freeing Innocent #6 set an explosive charge to the left of the stairs. Deal with the Throwback, then go up the stairs, where you get a peek at the next Innocent ahead and to the left.

Catwalk



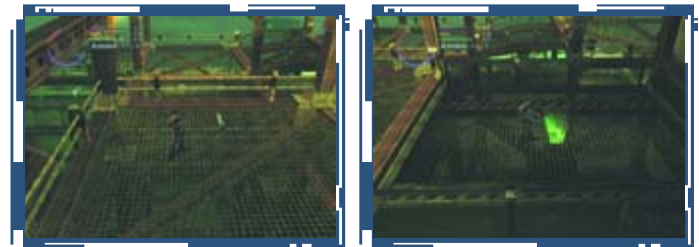
Lucien must be getting nervous because a line of SWAT Fomori Shield guards this Innocent. Leap over the Shield troops to free the Innocent, then use your Flamethrower to fry the Shields. Set another explosive, then continue to the next charge point.



SWAT Fomori rappel down in force as you approach the next corner. Shoot your way through the SWAT and Footsoldiers to reach the last Innocent positioned behind another row of SWAT Shield. Free the last Innocent, then set the final charge.



Now that the Innocents have been freed, Lucien escapes to the helipad, leaving behind a large security force to slow you down. Grab your most powerful ranged weapon and cut a swath through SWAT, Footsoldiers, and a Throwback.



Go up the stairs and all the way to the end of the catwalk to pick up the Chain Gun. This is your ticket to defeating the Demon Lucien in the next (and final) level. Don't leave it behind. The Exit Glyph is just around the corner, and Lucien waits patiently on the roof.

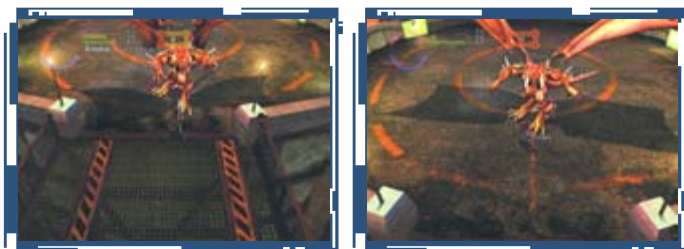
Fallen Hunter

Mission Objective

- Defeat the Demon Lucien

Monsters

- Demon Lucien



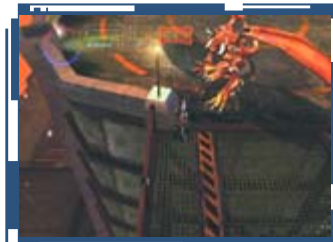
It's just you and the grossly altered Lucien in the final battle. If you have the Chain Gun from the previous level, you have the necessary edge to defeat this winged juggernaut, but you still must avoid the monster's powerful attacks.



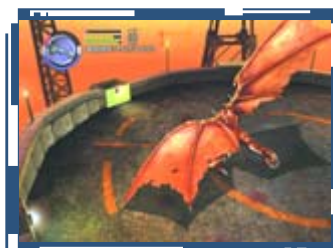
The Demon Lucien has the ability to fly (albeit just a few feet off the ground), and he can drop Meteors or fire Lightning Bolts from long range. When you fight in close quarters, be prepared for devastating claw strikes.



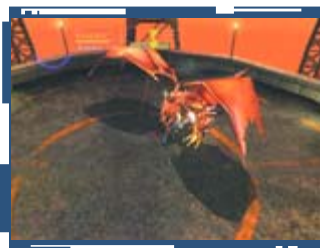
You can afford to die a couple of times, as long as you keep up the attack when your Hunter is standing. The Chain Gun has a default load of 500 rounds, but you probably have more than 1,000 from ammo pickups in the previous level when you begin.



The Demon also likes to charge at your Hunter. You can find partial cover near one of the posts at the entrance to the helipad, but don't linger here for too long, because you are still exposed.



The monster uses a Fire Line attack as its health begins to drop. This attack looks cool, but it is very damaging. Each hit from this Fire Line attack takes off one third of your health.



Frontal and side attacks seem to do the most damage, especially if you pour it on when the Demon's green force field is not activated. Try running back and forth between the Demon's legs, or firing while running around in a circle. When you see the health meter go down rapidly, stop and keep firing until the Demon counterattacks.



When the Demon's health meter is empty, it collapses in a heap, leaving only a frail Lucien who is ready but certainly not willing to meet his maker.

Congratulations! You have exorcized Ashcroft of its monsters...for now!